MOVE

ISSUE ZERO

MOTIVE

ISSUE ZERO

MARCH 15, 1990

Greetings,

Welcome to issue zero of **MOTIVE**. This is a membership-drive issue specially prepared for MOC. If your are reading this, then we want you to join. Our merry band consists of ten contributers now, but we hope to bring that number up to twenty-five as soon as possible.

MOTIVE is so titled because I hope it will be a source of motivation for all the aspiring writers out there, myself included. **MOTIVE** will be a medium for your writings, a source of criticism, as well as being an aid for the games you play and run.

MOTIVE is a gaming APA (Amateur Press Alliance). APA's are groups of people who are committed to writing about their hobby, and things connected to it. As a member of **MOTIVE** you will have the opportunity to write and reproduce you own mini-magazine (a.k.a., 'zine or APAzine). Every other month you will receive a volume like this to read, use, and comment upon. But the best explanation of **MOTIVE** is what your holding in your hands. As for the specific rules--they are printed in the back with the constitution.

Acknowledgements:

Jackie Cassida, Nicky Rea--Gaming Mahatmas.
Gilbert Head, Daniel Taylor--Impetus and support from **Myriad** (The Friendly APA).
Scott McMillan--Cover Graphics.
Stewart MacWilliam--**MOTIVE** logo.
Keith Martin, Deena McKinney-Martin--General encouragement and friendship.
Dr. Walter H. Peacock, Gertrude Gillis Peacock--My dad and mom.
UNC-Asheville Gaming Club Members--For being and creating exceptional gamers.

Now its time to let **MOTIVE** speak for itself, so read on.

Wayne Peacock
O.E.

MOTIVE

BUSINESS DISTRICT

TITLE	MEMBER(S)	PAGES	DEBITS	COLOR
The Blue View	Peter Gareis	6	$	Blue-Green
Bolts of Bedevilment: Amperion's Thoughts	Michael Schapira	2		Red
Death to All Fanatics	Stewart MacWilliam & Chad Russell	10		White
The Game is A-Foot	Gilbert Head	4	$	Orange
The Imperial Elvis Post	Wayne Peacock	16		Lavender
The Mysterious One-Finger Tequila Swillin' Society	Paul Patino	2		Goldenrod
Rothbourg	Walter Gwathney	5	$	White
Secrets of Vulcan Poetry Revealed	Keith Martin Deena McKinney-Martin	11	$	Goldenrod
Tail of the Monkey Man	Jonathan Hanna	10	$	Blue
Trans-Dimensional Blues	Scott McMillan	8	$	Grey

TITLE is the APAzine's title.

MEMBER(S) denotes the names of members which publish under the same title.

PAGES refers to the number of pages of the zine.

DEBITS--a **$** means you owe me $15.00 **before** issue one.

COLOR is the color of the submission.

ALL submissions are in alphabetical order, as they appear in MOTIVE.

"In everybody life, everybody is working hard to achieve his individual successful." -anonymous freshman

```
TTTTT H   H EEEEE    BBBB  L     U   U EEEEE    V   V IIIII EEEEE W   W
  T   H   H E        B   B L     U   U E        V   V   I   E     W   W
  T   HHHHH EEE      BBBB  L     U   U EEE      V   V   I   EEE   W W W
  T   H   H E        B   B L     U   U E         V V    I   E     W W W
  T   H   H EEEEE    BBBB  LLLLL  UUU  EEEEE      V   IIIII EEEEE  W W
```

THE BLUE VIEW is the contribution of Gymnoscooterus Pictus. People who think they know me call me Scooter, or Pictus, or the Pict, or Sparky, or Theahtyn, or Peter, or Moses. When I hand out tests to my students, they say "Jesus, what is this!" or "God, this is impossible!" I appear in Tom Deitz's fantasy novel The Gryphon King as Dr. Peter Girvan Sparks. In the SCA, I am Theahtyn of Girvan, some nameless singing wench, or an as yet unnamed satyr (with both PG-13 and X rated versions). You choose the name you feel comfortable with, even if that means creating yet another idiotic alias.

My preferred role playing game is WYMSECENDE, a massive perversion of several marketed gaming systems. The primary source is RUNEQUEST, with significant contributions from RUNEQUEST III, D&D, and CHIVALRY AND SORCERY. I am in the process of converting TRAVELER to the system. The name WYRMSECENDE is an Old English naming compound meaning 'worm-journeying'; however, we most commonly refer to the game as Wyrmquest. The name derives from the practice my early gaming buddies and I had of calling each other 'wormfriend' and 'urworm' and calling undesirables who joined a gaming session 'worms.' A few notable undesirables had special, individualized versions of this insult: 'the wimp-worm' and 'the wimp-kid.' The Tolkien and Donaldson connection to this naming technique should be obvious. I greatly admire the former author and tire easily of the latter, but good ideas can be found anywhere.

Wyrmquest grew so unwieldy as notes and notations filled my gaming briefcase that in 1986 I began codifying it and by 1988 had completed and printed three volumes: A Plegeres Hondboc, Wyrmthegnes Boc, and Aglaecas Boc. I sell these at printing cost to my players and others who want to have the game. A former player of mine (in fact the first person to ever die in one of my adventures {the first adventure I ever ran as well}) recently abandoned MERP to adopt WYRMSECENDE. This same friend and several of my newer players are currently identifying inconsistencies, unacceptably vague rules, and typographical errors.

I'm interested in reading about the 'whys' of people's fantasy/science fiction milieus. Being anal retentive (clinically classified as obsessive compulsive), I crave "realistic fantasy" with explainable ecosystems, technologies, and magics. I look forward to your articles and hearing feedback on mine. Perhaps someone will convince me to like CHAMPIONS.

Below is a sample of part of my cosmos' ecosystem, the supernatural part, from section 7 of the Aglaecas Boc. Certainly the Judeo-Christian influence will be obvious. After all, I am a medievalist.

DAEMON/DEVIL

These beings are either fallen angels, their descendants, or fallen angels who are being consumed by their own pettiness. These are the denizens of the desolate otherworld of Hell, dominated by the greatest of Fallen Angels. All daemons have an absolute hatred of humanity, who they view as usurpers of the rightful order of things. They delight in torturing and killing mortals. Most cannot conceal their malice towards humanity long enough to be dangerous to mankind as a whole. Only a few, like the fallen angels, will take the time to nurture a plan designed to destroy both the bodies and souls of a number of mortals.

Daemon-devils fight heedless of physical damage, since if struck dead, they vanish in a cloud of sulfurous smoke and reform in Hell. Any physical objects on or with their person remain on the plane of defeat. They will flee, however, if their POW is lowered significantly; like other creatures, they cease to exist if they loose all POW. If killed in Hell, a daemon-devil loses its ability to reform its body and becomes a spirit doomed to remain there in torment.

They are immune to heat, cold, poison, and gas. Weapons of ferrous metals do twice the damage to them that bronze or adamantite ones do. This last ability applies everywhere except Hell. Since they are not completely material, daemon-devils, except fallen angels, are protected as if by a permanent SPIRIT ARMOR 4 in addition to any other armor. Also, all regenerate 1d6 points per location until dead.

ABYSSAL BEAST (Tolkien: concept that evil can only pervert not create)

These creatures are the results of attempts at creation by the fallen angels, a mockery of the handiwork of their own creator. They have no basic form, and their abilities severely strain the limits of a logical universe. Viciousness is their only common trait.

Roll separately for each characteristic: STR, CON, SIZ, INT, POW, and DEX.

1d100	dice	avg.	1d100	dice	avg.	1d100	dice	avg.
01-03	1d6	3-4	56-79	4d6	14	97-98	20d6	70
04-07	2d6	7	80-91	6d6	21	99	20d10	110
08-55	3d6	10-11	92-96	10d6	35	00	20d20	210

Roll for body type. These categories are not scientifically accurate but used to describe a basic form.

1d10	Body Type:	descriptive examples
1	Amoeboid:	amoeba, bacteria, single-celled organisms, oyster,...
2	Amphibian:	frog, salamander, siren, toad,...
3	Android:	human, gorilla, chimp, baboon, gibbon, orang-utan, monkey, lemur,...
4	Arachnoid:	crab, scorpion, spider, tick, lobster, shrimp...
5	Ave:	hawk, eagle, vulture, raven, rook, ibis, crane, ostrich, owl, parrot,...
6	Cephaloid:	octopus, squid, nautilus, anemone,...
7	Ichthyoid:	shark, ray, eel, gar, flatfish, catfish, rockfish, bottom-feeder,...
8	Insectoid:	ant, bee, hornet, beetle, dragonfly, fly, antlion, mosquito,...
9	Mammalian:	canine, equine, ursoid, feline, bat, rodent, cattle, bison, mustelidae, cetatian,...
10	Reptilian:	serpent, crocodilian, turtle, lizard,...

Roll separately for each item that might possibly work with the body type determined above. Add anything necessary to individualize each beast.

Characteristic	Yes	No
Skin/hair not standard with body type rolled.	01-35	36-00
Tail? Ears? Nose? (roll separately for each)	01-65	66-00
Head? Mouth? Limbs? Appendages? Eyes? (roll separately for each)	01-85	86-00
Wings?	01-30	31-00

Skin/hair color, if not standard for torso type.

01-09	amber	59-60	gold	81-84	purple
10-28	black	61-64	green	85-89	red
29-33	blue	65-74	grey	90-94	silver
34-58	brown	75-80	pink	95-00	white

Number of heads, if any.	1 head	2 heads	3 heads	1d100 heads
	01-75	76-90	91-97	98-00

Number of eyes, if any.

1 eye	2 eyes	3 eyes	4 eyes	5 eyes	6 eyes	1d20 eyes	1d100 eyes
01-20	21-50	51-60	61-70	71-80	81-90	91-95	96-00

Eye color, if eyes.	see skin/hair color	glowing	multicolor
	01-75	76-90	91-00

WEAPON SR ATTACK DAMAGE SPEC CRIT FUMB PARRY HP
as body type...a very few will use crafted weapons.

ARMOR: Spirit Armor 4 + 1-point skin for every 4 points SIZ above 15. Very few will wear crafted armor.
SKILLS: some or none as the shape suggests.
SPELLS: one Common spell for every point of INT over 12, and 1 Rune spell for every 4 points INT over 20. POW must also be 18+ for Rune spells.
ABILITIES: Regenerate 1d6 points per hit location per round until dead.

FALLEN ANGEL (Judeo-Christian tradition)

These are the most powerful created beings in the universe. They have no natural material form, being spirit, but interact with the material plane by coalescing a body from nearby molecules. They do this at will, but cannot remain on the material plane more than twelve seconds in each incarnation after the first without resting for a period of a year or so. However, the form they take may be as dense as a collapsed star or as ethereal as a phantasm, depending on its purpose. Usually, they mimic the model for the form in all respects. Damage done to one of these bodies exceeding the angel's ability to form it (represented by HP) dissipates the molecules, the angel is forced back to its plane of origin (Hell) and is considered to need a rest. Reducing the POW of an angel to zero destroys it. Armor created or worn by an angel does not inhibit its magical abilities in any way. The POW of angels is such that ENC does not effect spell casting. Their bodies are unaffected by cold, heat, gas, and poison. Iron and steel have a weakening effect on the ability of an angel to form a body (except in for fallen angels in Hell and angels on the Spirit Plane). This manifests itself as double damage from weapons of ferrous metal. Angels can teleport or telekines 10 kilograms per point of

current POW, without loss of POW. They can employ any Common spell once per round with no loss of POW. They always go on SR 0. Although highly intelligent and wise, they do not know the future, are vain, and can err. All of the above, except vanity, and all the following statistics apply to loyal angels as well.

Seraphim are the most powerful angels, and Satan/Lucifer was their only member to fall. Depending on the source, only four to thirty-six seraphim were created. The other eight grades of angels, in descending order, are: Cherubim, Thrones, Dominations, Powers, Virtues, Principalities, Archangels, and Angels. Angels of the first three grades are so full of POW that any form they take is too bright to look upon directly, and no angel can conceal the feeling of power they radiate. Many a man has speculated on the forms and duties of each order, but only God and the angels know. Below is listed the encounter frequency and abilities of each grade, more for interest than practical application. These beings seldom visit the material plane.

Type Angel Encountered:

01-50	angel	88-93	virtue	98	throne
51-75	archangel	94-96	power	99	*cherubim*
76-87	principality	97	domination	00	seraphim

SERAPHIM...RDR 6286

Intelligence:	150	Attack:	25745%	Knowledge:	12955%
Power:	10240	Special:	5149%	Manipulation:	25745%
Hit Points:	12799	Critical:	1287%	Perception:	12955%
Damage:	640d6	Parry:	25560%	Stealth:	-12610%
Rune Magic:	any	Defense:	12955%	Oratory:	25735%

CHERUBIM...RDR 2278

Intelligence:	120	Attack:	12905%	Knowledge:	6515%
Power:	5120	Special:	2581%	Manipulation:	12905%
Hit Points:	6399	Critical:	645%	Perception:	6515%
Damage:	319d6	Parry:	12760%	Stealth:	-6250%
Rune Magic:	6 dis.	Defense:	6515%	Oratory:	12875%

THRONE...RDR 1205

Intelligence:	95	Attack:	6474%	Knowledge:	3284%
Power:	2560	Special:	1294%	Manipulation:	6474%
Hit Points:	3199	Critical:	323%	Perception:	3284%
Damage:	159d6	Parry:	6360%	Stealth:	-3082%
Rune Magic:	5 dis.	Defense:	3284%	Oratory:	6464%

DOMINATION...RDR 666

Intelligence:	75	Attack:	3249%	Knowledge:	1659%
Power:	1280	Special:	649%	Manipulation:	3249%
Hit Points:	1599	Critical:	162%	Perception:	1659%
Damage:	79d6	Parry:	1280%	Stealth:	-1496%
Rune Magic:	4 dis.	Defense:	1659%	Oratory:	3239%

POWER...RDR 407

Intelligence:	60	Attack:	1780%	Knowledge:	990%
Power:	640	Special:	356%	Manipulation:	1780%
Hit Points:	799	Critical:	89%	Perception:	990%
Damage:	39d6	Parry:	1560%	Stealth:	-575%
Rune Magic:	4 dis.	Defense:	990%	Oratory:	1775%

VIRTUE...RDR 252					
Intelligence: 50		Attack:	820%	Knowledge:	430%
Power: 320		Special:	164%	Manipulation:	820%
Hit Points: 399		Critical:	41%	Perception:	430%
Damage: 19d6		Parry:	760%	Stealth:	-335%
Rune Magic: 3 dis.		Defense:	430%	Oratory:	810%
PRINCIPALITY...RDR 185					
Intelligence: 40		Attack:	405%	Knowledge:	215%
Power: 160		Special:	81%	Manipulation:	405%
Hit Points: 199		Critical:	20%	Perception:	215%
Damage: 9d6		Parry:	360%	Stealth:	-145%
Rune Magic: 3 dis.		Defense:	215%	Oratory:	395%
ARCHANGEL...RDR 138					
Intelligence: 30		Attack:	195%	Knowledge:	105%
Power: 80		Special:	39%	Manipulation:	195%
Hit Points: 99		Critical:	9%	Perception:	105%
Damage: 4d6		Parry:	160%	Stealth:	-60%
Rune Magic: 2 dis.		Defense:	105%	Oratory:	180%
ANGEL...RDR 106					
Intelligence: 25		Attack:	140%	Knowledge:	75%
Power: 40		Special:	28%	Manipulation:	140%
Hit Points: 49		Critical:	7%	Perception:	75%
Damage: 3d6		Parry:	110%	Stealth:	-35%
Rune Magic: 1 dis.		Defense:	75%	Oratory:	130%

Part of the modification of RUNEQUEST to Wyrmquest involved renaming Treasure Factor (TF) as Relative Danger Rating (RDR) and dividing Rune magic into disciplines.

PART OF THE GAME OF LIFE:

In February, I graded Regent's exams for the University of Georgia, and as usual, I copied down some of the most amusing errors.

THE ANONYMOUS FRESHMAN
a collection of miswriting and misthinking

"In everybody life, everybody is working hard to achieve his individual successful."

"When countries are fighting each other there is usually several deaths."

"I am among the group of nonjoggers, because when I was younger I injured my knee and I have not been able to enjoy it since."

"I also keep a comb, deodorant, and cassette tapes in my car. All of these items help me pass the time while I am driving..."

"In the seventies many mothers had to go to work, and when the children returned from school, no one was home. They only had the big lonely house to enjoy. These kids grew up knowing that the only one you can depend on is yourself. How can a child who believes that be able to function in society?"

"If I discovered a way to stop the infection from spreading through their bodies there would be reason for them to live."

"AIDS is contracted from mainly homosexuals and drug users."

"I often find myself seeing and writing about death's, accident's, political problem's, and unfortunately missing children." -this student identified herself as a journalist working for a local television station.

"People buy houseplants because they remind them of nature. Being surrounded by such plants and studing them is very excited to man."

"My cure for AIDS would consist not of an injection, but of some type of oral vaccination."

"Now that I am in college I can eat out at many different restaurants."

"Television brings families closer together. By watching basketball games, football games, and movies, we have become more understanding of each others problems and ideas."

"For twenty years I have lived on this planet, and what seemed like an eternity has passed quickly. I shall be eternally grateful for the end product of my life."

"After a hard day at work some parents set aside a cretin time for family to gather around the television."

"A successful person has overcome his biological needs."

"I cherish the music box because it was a gift from my grandmother from some years ago."

"Music is one of the oldest professions in today's society."

"As adults, children hold a special place in our hearts."

"Health plays an important role in the purchasing of houseplants. People want the extra oxygen."

"A city is a place where real life happens."

"Everyone, at one time or another, has experienced financial problems. I seem to never have enough." -the essay goes on to describe the student's financial woes.

"When I came to college this fall, I was immediately overwhelmed by the pressure on my academic area."

"I didn't like the suburbs because we lived in a house that looked like everyone else."

"In the city a child only sees man-made buildings, busy streets, and smokestacks from factories."

"If I could invent anything, it would be a laser gun. This would fulfill a fantasy, and bring me fame and wealth...I always thought killing someone with a laser gun was neat."

"If a student spends too much time looking at his old testes, he will never get around to studying new material for the exam."

"A lot of students don't realize it's a doggy dog work out there."

"During college alot of people fall by the waistside."

"The most pressing social problem in America today is overcrowding on our nation's highways."

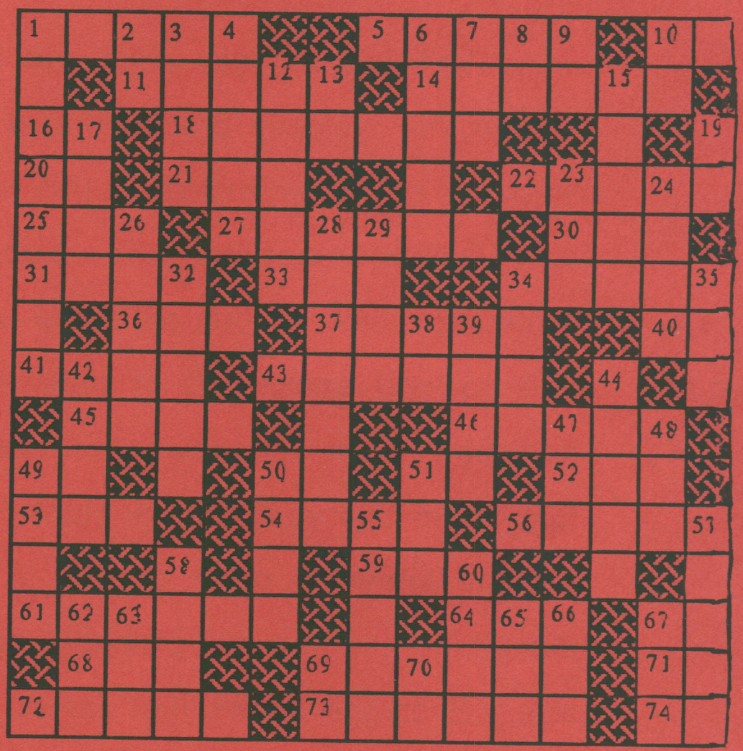
Bolts of Bedevilment: Amperion's Thoughts

Well it is Monday night and our submission deadline is Thursday, so here is my typically procrastinated work. Truly a last minute effort (aside from using the expensive option of Overnight Mail) to entertain and do a little communicating with people of similar interests which we sometimes lack in the mundane working world. Hopefully we will all be able to find something of interest from each other. As to what I can contribute I am yet unsure. I could try Movie reviews, but the only flick I have seen this year is "The Hunt For Red October", which I bet most of you already know is quite good. A Trivia column might work, but most everything I know is probably common knowledge. In case that is not true... Everyone knows that James T. Kirk's middle name is Tiberius, but in one episode it is written with a different initial. For one point each, name the episode and the initial used. Perhaps book reviewing would more beneficial to MOTIVE readers, but my taste has been questioned (NAY..Insulted on a regular basis) because I have all of John Norman's Gor books, although I agree they are not quite on par with Tolkien's works. Please pardon the use of the name Tolkien in the same sentence as Norman!! Well maybe I'll come back to book reviewing later. How about amusing gaming tales. Perhaps I can make clear why there are rules against titles following character names in some people's Champions games (Hint: Ever heard of AMPERION, Duke of Lightning??). Truly there are few who have been more commonly made fun of in gaming than I. (NO..that is not a paranoid comment!!) I really have been killed or publicly humiliated more than my fellow players. Oh my... I am almost done with side one of this months page and I have an idea...A CROSSWORD. Using stuff from Science Fiction/Fantasy/Star Trek/ Comics/TV/Movies/etc./etc. Hopefully it is challenging enought to keep you busy for a few minutes or hours (and maybe even frustrate you till next month!!) Good Luck!!!

Michael Steven Schapira 3/12/90

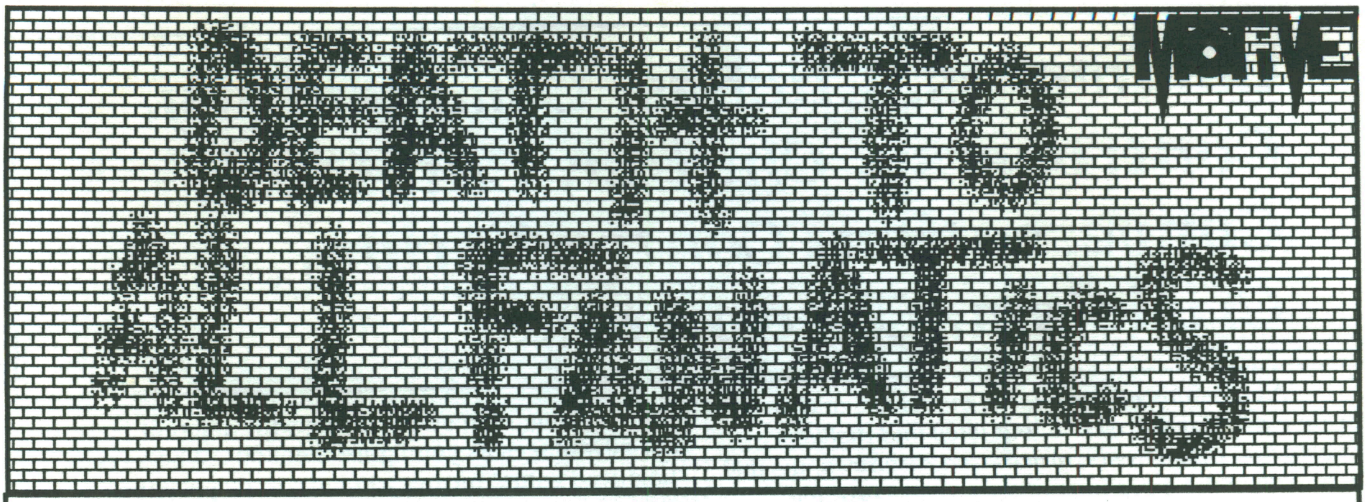
ACROSS

1 "Lonely Mountain" Dweller
5 Traveller Alien Species
10 The Wee Hours
11 Ambassador & Father
14 Riddler Alias
16 Agent of SHIELD
18 Created 1 & 37 Across
20 An_rew _ffut
21 ---erdog
22 Corwin's Home
25 --- Drive
27 Psionic Catholics
30 186000 mi/---
31 The Impaler
33 --- Runner
34 Volcano faller
36 Mad Max
37 Elf friend
40 --dipus
41 X-men Danger ----
43 Mr. Munster
45 Not a Mendicant
46 Erased Uhura's Memory
49 Number One (initials)
50 50th in size
51 Elektra's Love
52 ---sol or ---scout
53 Not Him
54 Blake cohort
56 ----- Jelly
59 Tabitha's Mom
61 The Nine Doomed to Die
64 Grape ---
67 1st Saavik
68 Soliloquy for BatBat foe
69 Foe of Doctor Who
71 GL Corp HQ
72 Kama -----
73 cuL naeJ
74 Sang "Short People"



DOWN

1 Brin novel
2 Terminator
3 He Watches
4 Champions Foe
6 Sold Drugs disguised as a nun
7 Dr. McCoy
8 Pern Creator
9 Lucifer's Hammer authors' initials
10 Hero of Rann init.
12 Not younger
13 27 Across creator
15 ----- Hulk
17 Jester syn.
19 Marlenus' city
23 jumbled: --- Spade
24 Ghostbuster Vanity Tag
26 Fen's regal son
28 Jack the Ripper's next to last planet
29 Frost Giant Lord
32 Jubilex, Orcus....
34 Fred's pet
35 Riddlemaster of
38 51 Across
39 Thomas Covenant went there
42 ---- Magi
44 ----- Yar
47 Greenville Event
48 Clrk Knt jb
49 ---- Worlds Collide
50 Flagg's cat
51 ---gents
55 Felix's roommate
57 "----- of Troyius"
58 Marty Feldman role
60 Spector
62 Hydrogen weight
63 Eclipse comic
65 Garrett food
66 Telepathy
70 --mpire
69 FF foe VV
6 7 Klingon



Featuring Null and Void

Who Is Null?

Null is a retired postal inspector, amateur wrestling promoter, and part-time seismologist from West Oxnard, California. A nationally-ranked fuss-budget, he has had a long and profitable career as a game show contestant. He and his lovely wife Desdemona have three children; Oliver, Natalie, and little Eurypides. Besides gaming, Null's pastimes include shark farming, drug smuggling and shoe repair. Rumor has it that Null spent several years in an alternate dimension battling evil, and war profiteering, and the three glowing lavender scars on his abdomen would seem to bear this out, but he remains close-lipped on the matter.

Who Is Void?

Void is a former archaeologist/adventurer who now masquerades in his secret identity as a late-night talk-show host. Many years ago, he completed his conquest of Earth's civilization, but due to an administrative oversight, was forced to relinquish control to a coalition of domestic cats and admen. Currently residing in exile in North America, he spends his time decyphering ancient Egyptian hieroglyphics, defending against innumerable invasions from outer space, and using his powers of astral projection to play brilliant but ineffectual practical jokes on the world scientific community, while awaiting the Rapture.

In This Issue:

Quickie reviews of damn-near every game system worth speaking of—and a few not really worth speaking of at all.

A selection of classic battlemech designs refitted with items from the Star League Technical Readout.

A combat record sheet for Null and Void's Maelstrom battlemech.

The Green Lantern Corps campaign concept for Champions.

Comments, Cliches, Commentary, Controversy, Chatter, Chit-Chat, Conversation, Contradiction, Criticism, Cheap Talk

As a means of introducing ourselves, and to provide a general overview of our likes and dislikes, interests and disinterests, graces and disgraces, we will herein review the great bulk of the games currently available and in general use. In subsequent issues we will review new games, new products for existing games, other games which we forgot this time, and even perhaps the odd novel, movie, TV show, comic book, compact disc or strip joint.

CYBERPUNK

VOID: It's like Paranoia, but they're not kidding, it's like real serious Paranoia, Even the comic relief tends to morbid and macabre, I've never heard of a Cyberpunk game I've been sorry I've missed. The object of the game is to survive longer than the other players, your dominant pastime is trying to figure out how to stay alive, which though, challenging and diverting, is not entirely fun, nor rewarding. Highly playable, but kind of pointless as more than a stylish, genretic diversion.

NULL: I am afraid that The Void has been misled by a couple of bad experiences with Cyberpunk. Sure there's a tendency toward violence—but there's all these groovy new weapons that everyone has to try out, remember all those early hack-and slash D&D games—"OK, caddy, hand me my +2(+5 on months with an R in them) Red Dragon Slaying bastard sword...no, wait, it's a little crowded in here, just make it the Vorpal Dagger." But once all the experimentation with the new toys winds up, and everyone has picked their favorite means of mass death-dealing, I think we'll discover a great deal of role-playing opportunities beyond simple survival. Although so far mostly a favorite amongst the Chaos Warriors, I think this one will end up nearly as popular as Runequest with roleplayers and world-builders. If not this particular system, then certainly the genre.

CHAMPIONS

NULL: Wow. This is the one. I'm no combat monster, but I'll drive 150 miles for a good Champions bash. And Champions makes for great roleplaying, too. The bigger-than-life scale, coupled with the freedom to design the character you want, rather than settling for what the random rolls of the dice provide, can lead any player, from the meekest gaming-girlfriend to the most hardcore wargamer to actually (gasp) roleplay. My first exposure to Champions was reading the rules without ever having seen it played, and I gave it up as hopelessly obtuse. Years later I got to play it, and I was stunned. (GM recoveryland) There's so much that can be done with a character design that it's overwhelming, but you can start out with a simple brick, and learn while playing, then start playing with different powers and advantages as you figure them out. Who says a "balanced game" means you have to play wimps, anyway.

VOID: Once you get past the complex game mechanic, this is a fun and enjoyable game, with which players can easily identify, due to the tremendous volume of source material. More of a generic universal game system than GURPS, it does not translate well much outside the source genre. The new rules edition is very helpful. This is a highly popular game, which is well-suited to replace D&D as the foremost roleplaying game.

TRAVELLER 2300/2300 A.D./Whatever

VOID: The French? The FRENCH? You must be kidding. And how am I supposed to erect a beanstalk, anyway? Nice game mechanic. If killing and maiming is where you're at.

NULL: I've got no problem with the whole French thing, I just wish I could figure out how the damn game works. Sure are a lot of great pictures of guns, though.

MEGATRAVELLER

NULL: Traveller was a cool character-generation system with no real game mechanics—all you had to go by were your character stats and history—you started off with a bunch of old, (OLD? Thirty or Thirty-four is OLD?—Well it seemed like it then) generally ex-military types running around trying to stay solvent. You hardly ever had to roll any dice except in combat—and that was fast, deadly, and generally to be avoided whenever possible—you had no choice but to roleplay. With MegaTraveller there's a rule for everything (**Shoelace Tying:** Simple, Mechanics, Dex, 5sec, Safe, Unskilled OK) and it's overwhelming. I don't even want to TALK about the Universal Fill-In-The-Blank Profiles.

VOID: I'm so disappointed. Good idea killing the emperor, though.

TRAVELLER

VOID: It will be missed. Nothing has appeared to fill the void created by the death of this simple, playable, freeform game system. With the possible exception of Space:1889, or maybe Star Wars, both of which are too genre-specific to transport well.

NULL: R.I.P. (See MegaTraveller)

TWILIGHT: 2000

NULL: Doesn't this seem kind of silly these days, what with *Glasnost* and all?

VOID: Like Traveller: 2300, but less interesting.

STAR TREK : THE ROLE-PLAYING GAME
VOID: What? You mean there's a Star Trek RPG? Could've fooled me. Well-documented source material, probably good basis for a Traveller campaign.
NULL: Roleplaying: The Final Market. I'll say one thing for FASA, they really set new industry standards for layout and graphic design. Can't design a roleplaying game for shit, though.

STAR WARS
NULL: Pow! BZZZap! Bzzzap! Even more so than Champions, this is one that you can get most anyone to roleplay in. Everybody knows the *milieu*, you don't have to spend much time describing things, just keep the action coming. Quick, roll a bunch of dice-Whoops! "Plan, I thought you had a plan!" And don't you love the way your players squirm when you hum the Imperial theme music?
VOID: Great game. Playable, fun, innovative. Excellent source familiarity. Gets a little old after a while. Nice if you can manage to plug a few Ewoks along the way, though.

SPACE:1889
VOID: Excellent idea, excellent execution. Playable game, unique genre, nice production. A truly original and successful effort. Scenario ideas kind of limited by terrography, but the magazine support has proven useful. And how do those damn cloudships tack upwind, anyway?
NULL: When the first ads came out for this, hundreds of campaigns were conceived—Sherlock Holmes and the Mystery of the Venusian Vestal Virgins, Jack the Ripper on Mars, Return of Revenge of Conquest of the Son of Captain Nemo, Amazon Women on the Moon—and then we waited, and waited,... and waited. It was worth the wait. The game mechanics are sparse and flexible, right up there with Traveller. The visuals are spectacular, especially all those David Deitrick Victorian babes in their torn dresses. And let's not forget those nasty Belgians, they're even more fun to hate than the French.

WARHAMMER, Et Alia
NULL: Drug habit? Who needs a drug habit? Do you have any idea how much money I've spent on miniatures since this damned game came out? Still though, don't you just love decimating those stupid orcs with a good volley of elf-arrows. And that Emperor, what a fun guy, huh. (Who needs a new car, anyway?)
VOID: Fabulously rich, complex, intriguing, fascinating, incredible background. Playable game. Magnificent miniatures. But it seems like a lot of trouble to go to simply to motivate mindless tabletop slaughter. "Hell's bells and buckets of dice."

BATTLETECH
VOID: THE playable, popular wargame of the decade (uh, whichever decade). Excellent production, fast and easy game mechanic, fun and easy-to-paint miniatures. Rewarding in all settings from tournament competition to beer-and-pretzels socializing. ESPECIALLY beer-and-pretzels socializing. Particularly enjoyable versus Mike Schapira.
Roleplaying game sucks. Go dig out those old Traveller rules (see above).
NULL: Silly Giant Anthropomorphic Robots Bristling With Weaponry. A real guy's game. Most of the fun of Warhammer for a fraction of the investment. (You don't even NEED the miniatures to play, the cardboard stand-ups are way cool) I must admit I'm mystified why all the roleplaying support sells as well as it does though. Yes, it's gorgeous, (of course it is, its a FASA Game, see Star Trek review) and chock full of role-playing opportunity, but Mechwarrior is damn near unplayable.

RENEGADE LEGION
NULL: OK, I admit it, I bought this crap. What can I say, Graphics is my life.
VOID: See Warhammer critique, add a bit of Star Wars, and really eye-popping graphics. Save your money.

GURPS
VOID: Excellent source material for any and all genres. Does anybody actually PLAY it, though?
NULL: I did, once.

RUNEQUEST
NULL: Almost everything you hate about D&D (Classes, Levels, and such crap) is gone here, except random characteristics and polyhedra. Magic is easy and flexible, character design is fairly individualistic, and combat, though still somewhat ponderous, (Strike ranks? What the hell are strike ranks?) at least makes sense. (For example: armor absorbs damage, it doesn't make you harder to hit) I still think there must be a better system for fantasy roleplaying, though. Oh yeah, Glorantha, what a world.
VOID: The definitive second-generation RPG*. Long since outdated by advances in game design, but boasts the single most elaborate fantasy setting in recorded history, which Tolkien can't even hold a candle to. A real classic. Superior tripartite magic system. Novel (at the time) lack of player-character "classes." A little harder to understand for beginners than D&D, but infinitely more rewarding. Chaosium's publication agreement with Avalon Hill was a good move that preserved (nurtured, even) the creative integrity, while advancing the highest production values of any RPG. A tremendous financial investment, not for the timid. But well worth it.

CALL OF CTHULHU
VOID: Emphasis on role-playing, not combat. Nice extension has been done, taking the genre back to Victoria times and forward to the present day. Heavy on atmosphere, and uses the proven Chaosium game system. But there's no need for a combat system, if you ain't got the magic book/talisman/scroll/amulet/exorcism ready when the beastie shows up, you're screwed. Pure and simple. A good game, but your player group is probably kind of "offbeat."
NULL: Ick. I know, there's lots of room for roleplay, but this one just doesn't grab me. (I hope)

this issue's Obscure Game review —
PRIVATEERS AND GENTLEMEN
What a game. It all started out because the designer

was writing some "Age of Fighting Sail" novels, and wanted to construct a realistic system of movement for period naval miniatures. The basic Chaosium RPG system was borrowed from second-edition Runequest (less the healing magic -OUCH!) and the most incredible and esoteric integrated RPG and Miniatures game ever produced was the result. The sourcebook has everything necessary for historically accurate and detailed simulated adventuring in a century's worth of actual history. I mean everything. There's two, count 'em TWO different charts for contracting syphilis from NPC prostitutes; one for officers, one for crew. And who could forget (not for lack of trying) the optional rules for buggery? All this, and even a couple of historically-accurate, highly flexible scenarios by J. Andrew Keith, which read like Errol Flynn scripts. It's out of print and you'll never find it, except possibly in the archives of SERIOUS hardcores in their late twenties and early thirties. And here's the kick: it was written and designed by noneother than (Walter) Jon Williams, of *Hardwired* fame. As for the novels.... they're even more obscure, true believers.

*first-generation RPGs — things like D&D, with classes and levels and similar crap (warning sign: polyhedra dice of all five platonic solids, and then some)

second-generation RPGs — introduce the notion of skills as the basic game mechanic, not levels, with skills being compared to die rolls (usually percentiles)

third-generation RPGs — marked by more complex interaction between skills and characteristics, skills may be die roll targets or die modifiers (usually d6s)

fourth-generation RPGs — skills, always based on characteristics, always modify die rolls, rather than being merely be compared to them (the d10 is most popular)

1st Gen: D&D, AD&D, XD&D, 2nd Ed. AD&D
2nd Gen: Runequest, Star Trek: RPG
3rd Gen: Traveller, Space:1889, Champions, GURPS
4th Gen: Star Wars, Warhammer, Paranoia, Cyberpunk

There's a lot of transitional stuff between generations... FTL:2448 is generation 1.5, Space Opera, RoleMaster, Chivalry and Sorcery, and the like are about generation 2.5, much of GDW's post-Traveller efforts are Generation 3.5... and note that this stuff is in no way chronological, it's an evolutionary sketch, not a historical one.

Trivia Question:
From what science-fiction boardgame did the band *The Human League* take its name?

Quote: "Most of my favorite games are third generation... I guess it's because I just don't like the d10; not being a platonic solid, it's an affront against the laws of God and Man."

— *VOID*, 1/19/90

Another Quote: Play the character, not the game.

—-*NULL*, Some Time Ago

THE VOID RECALLS...

The Best Game I Ever Played: Runequest, Chapel Hill, 1980-1984, "OK, let's all go together. We impale our horses on the pikes, and make a flying dismount over the phalanx; I shoot the guards while you grab the Duke." "What about our escape?" "Don't worry, I'll think of something." (Good thing the executioner impaled himself on his own axe, eh?)

The Second Best Game I Ever Played: D&D, Governor's School West, 1979, "OK, I'll drop the petrified mage on the enemy flagship as we fly over on our dragon."

The Third Best Game I Ever Played: D&D, Chapel Hill, 1982 ,"Thorg HUNGRY!"

Best Cameo: The "rescued" and "grateful" prince, Harn, 1987, "After I've reclaimed my throne, y'all drop by for dinner sometime."

Best One-Shot PC: The Duke of Glisten, Traveller, 1987 , "(over the commlink from the cutter to the troops onboard) OK, everybody grab on to something and prepare for explosive decompression, I'm going to blast the airlock. This should get his attention."

Best PC Name: Buck Futt, Top Secret, 1988, "Hey, this is a Phone Company emergency, you mustn't detain us."

The Best Game I Ever Ran: The Humanadyne Campaign (Champions), 1989, "OK, last one into the gadget pool is a mutant."

Most Enduring and Endearing PC: Brunt, "I am very much liking your American pornography."

The Worst Game I Ever Played: The D&D game where I was capriciously killed for outhinking the GM, No Date, No Quote, but you know who you are.

The Worst Game I Ever Ran: The thrice-failed "Love Bomb" Traveller campaign, 1987, "OK, Paul misjumped while absconding with the ship and the loot, catapulting you all three sectors spinward... everyone who wasn't here last week contracted a horribly virulent disease while planetside, and was put into low berths pending the availability of medical treatment; unbeknownst to the crew, the virus is killed by exposure to extreme cold... anyone not here next week will have a sudden relapse contracted from an airlock and will go back in the freezer."

The Best Game I Never Ran: The Secret Crisis on the Infinite Multiverses, 1989, "It would have been glorious"... but we'll just take it as read and go on from here...

Campaign I'd Most Like To Play In: Runequest, Chapel Hill, "The Return of Rudejack"...

Null's Scary 'Mechs

Upon purchasing FASA's Battletech Technical Readout 2750 with its descriptions of, and rules for various bits of "lost" Star League technology, I immediately began to see how much more effective those 'mech designs which were supposed to be the classic designs from that era would have been at that time. I have redesigned several of them as I think they would have appeared at the height of the Star League.

The single most radical change comes with the introduction of double-efficient heat sinks. Most of the 'mechs I worked with here came with only the standard ten sinks, and tend toward major heat problems. When these sinks are doubled in effectiveness, the first ten are still free (i.e. they don't take up any more critical spaces) and thus their effectiveness can be vastly improved simply by drawing *ten more circles* on the Mech Data sheet. However many of these 'mechs have other flaws which can be improved with the new (old?) technology.

Primary among these other flaws is insufficient armor coverage. There are two ways to get more armor, one is to use the Ferro-Fibrous Armor which increases armor by 2 points of armor per ton, but uses up fourteen critical spaces. The second method is replacing another component with a more efficient version, and invest the tonnage you save in more conventional armor. This second method is the one I preferred, generally using the XL Engine Technology, thus cutting the engine's tonnage in half. Generally after taking armor up to the maximum allowed on the chassis, I would still have enough tonnage left to fiddle with the weapons fit a little bit.

Here are some of the more interesting examples of said fiddling...

PHOENIX HAWK (SL)
Mass: 45 Tons
Power Plant: 315 XL
Armament:
1 PPC
3 Medium Lasers
2 Small Lasers

Type: **Phoenix Hawk**		*Tons*
Tonnage:	45	
Internal Structure:		4.5
Engine:	315XL	11
Walking MPs: 7		
Running MPs: 11		
Jumping MPs: 7		
Heat Sinks:	10 (20)	0
Gyro:		3
Cockpit:		3
Armor Factor:	144	9

	Int *Struct*	*Armor Value*
Head:	3	9
Center Torso:	14	22/5
Rt./Lt. Torso:	11	17/5
Rt./Lt. Arm:	7	14
Rt./Lt. Leg:	11	18

Weapons and Ammo:

Type	Loc.	Crit.	
PPC	RA	3	7
Med Laser	RA	1	1
Med Laser	LA	1	1
Med Laser	LA	1	1
Small Laser	RA	1	.5
Small Laser	LA	1	.5
Jump Jet	CT	1	.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

When I put in the XL engine, I gained more tonnage than I could reasonably use, so I bumped up the engine to a 315 XL, giving the 'mech a truly ferocious move, and still had enough room for a significant improvement in weaponry. (although I wanted to keep these 'mechs as close to the original designs, I couldn't resist to replace those damned MGs with the vastly superior Small Lasers

RIFLEMAN (SL)
Mass: 60
Power Plant: 240 XL
Armament:
2 Heavy Lasers
2 Medium Lasers
2 Autocannon-5s

Type: **Rifleman**		*Tons*
Tonnage:	60	
Internal Structure:		6
Engine:	240 XL	6
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	10 (20)	0
Gyro:		3
Cockpit:		3
Armor Factor:	192	12

	Int *Struct*	Ar*mor Value*
Head:	3	9
Center Torso:	20	30/5
Rt./Lt. Torso:	14	23/5
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	14	26

Weapons and Ammo:

Type	Loc.	Crit.	
Large Laser	RA	2	5
Large Laser	LA	2	5
AC/5	RA	4	8
AC/5	LA	4	8
Ammo (AC) 40	CT	2	2
Medium Laser	RT	1	1
Medium Laser	LT	1	1

The Rifleman is one of the classic examples of the Heat Hog, its effectively redundant weapons systems wouldn't be so objectionable if it at least had enough armor to keep going after the first set was destroyed. Double Sinks and the XL Engine cure both these problems and produce a very satisfactory and effective 'mech. (Although I will still argue that the AC/5 is a completely bogus weapon)

CRUSADER (SL)
Mass: 65
Power Plant: 260XL
Armament:
2 LRM-15s
2 SRM-6s
2 Medium Lasers
3 Machine Guns

Type: **Crusader**		*Tons*
Tonnage:	65	
Internal Structure:		6.5
Engine:	260XL	7
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	10 (20)	0
Gyro:		3
Cockpit:		3
Armor Factor:	208	13

	Int *Struct*	Ar*mor Value*
Head:	3	9
Center Torso:	21	30/11
Rt./Lt. Torso:	15	24/6
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	15	29

Weapons and Ammo:

Type	Loc.	Crit.	
LRM 15	RA	3	7
LRM 15	LA	3	7
Ammo (LRM) 12	RT	2	1.5
Ammo (LRM) 12	LT	2	1.5
SRM 6	RL	2	3
SRM 6	LL	2	3
Ammo (SRM) 15	CT	1	1
Machine Gun	RA	1	.5
Machine Gun	LA	1	.5
Machine Gun	H	1	.5
Ammo (MG) 200	CT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Jump Jets	RT	2	2
Jump Jet	LT	2	2

The Crusader is the other classic Heat Hog. I cured this, and had enough to add another ton of LRM ammo, an extra MG in the head (if a 'mech is going to have MGs it should have as many as possible, the only way anyone ever uses up a ton of MG ammo is when it explodes), another ton of armor, and most importantly, the jump jets that are supposed to be there. Heat efficiency, armor out the wazoo (whatever the hell a wazoo is, anyway), tremendous firepower at short, and extreme ranges, and jump capability add up to make the Crusader SL one of the scariest 'mechs imaginable.

ARCHER (SL)
Mass: 70
Power Plant: 280XL
Armament:
2 LRM-20s
4 Medium Lasers
3 Small Lasers
Target & Tracking System: Artemis IV FCS

Type: **Archer**		*Tons*
Tonnage:	70	
Internal Structure:		7
Engine:	280XL	8
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	10 (20)	0
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

	Int *Struct*	Ar*mor Value*
Head:	3	9
Center Torso:	22	33/10
Rt./Lt. Torso:	15	24/6

After seeing how much these modifications improved standard 'mech designs, I decided to see what woould happen if i used them on a couple of designs by the Void and myself.

MAELSTROM
Mass: 70
Power Plant: 280
Armament:
1 PPC
1 Large Laser
7 Medium Lasers

Type: **Maelstrom**		*Tons*
Tonnage:	70	
Internal Structure:		7
Engine:	280	16
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	19	9
Gyro:		3
Cockpit:		3
Armor Factor:	208	13

	Int *Struct*	Armor *Value*
Head:	3	9
Center Torso:	22	35/8
Rt./Lt. Torso:	15	24/6
Rt./Lt. Arm:	11	20
Rt./Lt. Leg:	15	28

Weapons and Ammo:

Type	Loc.	Crit.	
PPC	RA	3	7
Large Laser	LA	2	5
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	CT	1	1
Medium Laser	CT	1	1
Medium Laser	H	1	1

The Maelstrom is designed as a high-survivability, extended staying power, battlefield superiority 'mech. Essentially a Warhammer refit, its heat efficiency at long range, extremely flexibility at medium range, and its god-awful firepower at short range make it a major threat, as long as its pilot knows what to fire when. I've seen this 'mech hit by an inferno missile, and still remain dangerous.

PREDATOR (Wolveriffin)
Mass: 55
Power Plant: 275
Armament:
1 PPC
3 Medium Lasers

Type: **Predator**		*Tons*
Tonnage:	55	
Internal Structure:		5.5
Engine:	275	15.5
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	5	
Heat Sinks:	15	5
Gyro:		3
Cockpit:		3
Armor Factor:	168	10.5

	Int *Struct*	Armor *Value*
Head:	3	9
Center Torso:	18	23/8
Rt./Lt. Torso:	13	20/6
Rt./Lt. Arm:	9	18
Rt./Lt. Leg:	13	20

Weapons and Ammo:

Type	Loc.	Crit.	
PPC	RA	3	7
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	H	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jets	CT	1	.5

The 5-8-5, 55 ton platform is the best 'mech for anything other than a flat, open plain. The Predator, though appearing somewhat under-armed, can fight all day long, firing and jumping every turn and doing consistently effective damage.

Now the fun stuff...

MAELSTROM (SL)
Mass: 70
Power Plant: 280
Armament:
1 ER PPC
1 ER Large Laser
7 Medium Lasers

Type: **Maelstrom**		*Tons*
Tonnage:	70	
Internal Structure:		7
Engine:	280	16
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	15 (30)	5
Gyro:		3
Cockpit:		3
Armor Factor:	208	13

	Int *Struct*	Armor *Value*
Head:	3	9
Center Torso:	22	35/8
Rt./Lt. Torso:	15	24/6
Rt./Lt. Arm:	11	20
Rt./Lt. Leg:	15	28

Weapons and Ammo:

Type	Loc.	Crit.	
ER PPC	RA	3	7
ER Large Laser	LA	2	5
Medium Laser	RT	1	1
Medium Laser	RT	1	1

Rt./Lt. Arm:	11	22	
Rt./Lt. Leg:	15	30	

Weapons and Ammo:

Type	Loc.	Crit.	
LRM 20	RT	5	10
LRM 20	LT	5	10
Ammo (LRM) 18	RT	3	3
Ammo (LRM) 18	LT	3	3
Ammo (LRM) 6	RL	1	1
Ammo (LRM) 6	LL	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	CT(R)	1	1
Medium Laser	CT(R)	1	1
Small Laser	RA	1	.5
Small Laser	LA	1	.5
Small Laser	H	1	.5
Artemis IV FCS	RT	1	1
Artemis IV FCS	LT	1	1

The Archer has plenty of armor, but it's yet another heat hog, plus it just doesn't have enough ammo for an extended, company-level fight. I fixed both those problems, added some more close-in weaponry, just a bit more armor, and the Artemis IV fire control system. The Artemis IV increases each LRM hit from a statistical 12 points of damage to 16. This is a thing to be feared.

WARHAMMER (SL)
Mass: 70
Power Plant: 280
Armament:
2 PPCs
1 SRM-6
4 Medium Lasers
2 Small Lasers
3 Machine Guns

Type: **Warhammer**		*Tons*
Tonnage:	70	
Internal Structure:		7
Engine:	280	16
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	12 (24)	2
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

	Int *Struct*	Armor *Value*
Head:	3	9
Center Torso:	22	33/10
Rt./Lt. Torso:	15	24/6
Rt./Lt. Arm:	11	22
Rt./Lt. Leg:	15	30

Weapons and Ammo:

Type	Loc.	Crit.	
PPC	RA	3	7
PPC	LA	3	7
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Small Laser	RT	1	.5
Small Laser	LT	1	.5
Machine Gun	H	1	.5
Machine Gun	RT	1	.5
Machine Gun	LT	1	.5
Ammo (MG) 200	CT	1	1

Armored up, cooled down, slightly more beweaponed, and ready to live up to the 'mech's reputation.

MARAUDER (SL)
Mass: 75
Power Plant: 300
Armament:
2 PPCs
1 Large Laser
2 Medium Lasers

Type: **Marauder**		*Tons*
Tonnage:	75	
Internal Structure:		7.5
Engine:	300	19
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	15 (30)	5
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5

	Int *Struct*	Armor *Value*
Head:	3	9
Center Torso:	23	35/10
Rt./Lt. Torso:	16	21/8
Rt./Lt. Arm:	12	22
Rt./Lt. Leg:	16	20

Weapons and Ammo:

Type	Loc.	Crit.	
PPC	RA	3	7
PPC	LA	3	7
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Large Laser	CT	2	5
Jump Jets	RL	2	2
Jump Jets	LL	2	2

This time I gave in to my complete loathing for the AC/5, it doesn't belong on the standard Marauder, let alone the Star League version, my other radical change was to add the jump jets that, like the Crusader, belong on the 'mech, because they're on the miniature. I had to sacrifice a ton and a half of armor to squeeze them in, but they're really important, and besides, the Marauder just doesn't look that well armored.

Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	CT	1	1
Medium Laser	CT	1	1
Medium Laser	H	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2

The standard Maelstrom is already heat efficient, and already has an effective weapons system, so all I could to improve it was to make it jump. I needed four tons to do this, and the easiest way to get them was to pull out four heat sinks, and double the effectiveness of the others. Since I had all this extra heat dissipation, I upgraded the long range weapons their to ER equivalents, thus giving complete flexibility in weapon usage. (the ER Large Laser has a maximum range of 19 hexes, the ER PPC has a maximum range of 23 hexes, and no minimum range!)

Want to see something really scary?

PREDATOR (SL)
Mass: 55
Power Plant: 275 XL
Armament:
2 PPCs
5 Medium Lasers

Type: **Predator**		*Tons*
Tonnage:	55 Tons	55
Internal Structure:		5.5
Engine:	275 XL	8
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	5	
Heat Sinks:	13 (26)	3
Gyro:		3
Cockpit:		3
Armor Factor:	176	11

	Int Struct	*Armor Value*
Head:	3	9
Center Torso:	18	27/8
Rt./Lt. Torso:	13	21/5
Rt./Lt. Arm:	9	18
Rt./Lt. Leg:	13	22

Weapons and Ammo:

Type	Loc.	Crit.	
PPC	RA	3	7
PPC	LA	3	7
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	H	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jets	CT	1	.5

5-8-5 movement, as much firepower as a Warhammer, maximum chassis armor, more heat than necessary,...this one's got everything. I don't want to see anything more dangerous than this,...if there is anything more dangerous than this.

As scary as these things are, I'm afraid that when the rules for the "Blood of Kerensky" technology come out, things will get even worse. Battletech isn't going to turn into another Car Wars/Star Fleet Battles/Too-Damn-Many-Rules wargame is it? Probably so.

In Brightest Day, In Blackest Night...

Have you memorized the cost of every Power Advantage and Limitation in Champions?
Can you design characters in your sleep?
Do the words Variable Power Pool make your palms sweat?

If so you might consider the Green Lantern Campaign. All players start with the group of powers traditionally associated with the Green Lantern Corps. Then additional points are spent to individualize the character. (Optionally, have the players design 100 point characters for a "Heroic" campaign, then spring their Corps membership on them and make 'em live with it.)

With all players having the same range of powers, the potential for characterization increases dramatically. Or at least the group might shift stereotypes. Instead of having the group Brick, the group Egoist, the group Flying Energy Projector, the group Martial Artist, and the group Gadgeteer, you might have the group Diplomat, the group Scientist, the group Scholar, the group Rogue, the group Spy, and yes, even the group Brawler. Skills are more emphasized, powers less so. And you don't have to come up with a goofy name for every character.

For a truly diverse player group, allow another fifty points or so of powers and make everyone a weird alien.

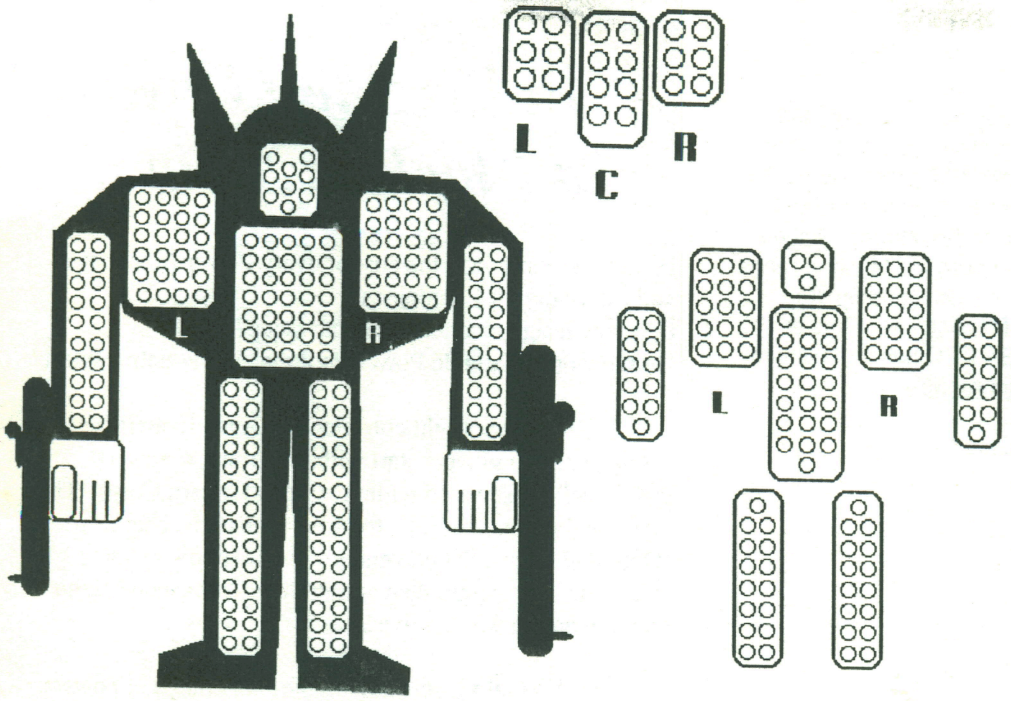
Green Lantern Corps package deal/campaign concept for advanced Champions™ players.

POWERS:
90 AP variable power pool: RING
45 pts control cost on power pool, OIF: indestructible , personal, Green Lantern Corps Ring (-1/2), Requires daily ritual, (-1/4), doesn't work on yellow things (-1/4), 0 phase (+1),
3/2 ring use skill — Ego based {14- base roll, -1 per 10 AP, 27 character pts for a 17- roll on whole pool}
28 pts minimum EGO of 24
13 pts life support: self-contained, vacuum/high pressure, high rad, heat/cold, OIF ring (-1/2)

DISADVANTAGES
-5 DNPC: residents of sector 8- (LsPow, NCI)
-20 Psych Lim: Fearless (C, T)
-10 Watched: 14-: Guardians (As Pow, GeoLim)

168 net pts (assuming a base 26- roll on Ring Skill)

REMEMBER! *No special powers in power framework.*



'MECH DATA

Type: MAL-5RM Maelstrom
Tonnage: 70
Movement Points:
Walking: 4
Running: 6
Jumping: 0

WEAPONS INVENTORY

Type	Loc.
PPC	RA
Large Laser	LA
Medium Laser	RT
Medium Laser	RT
Medium Laser	CT
Medium Laser	CT
Medium Laser	LT
Medium Laser	LT
Medium Laser	H

TOTAL HEAT SINKS: 19

OOOOOO
OOOOOOO
OOOOOO

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:

Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

CRITICAL HIT TABLE

LEFT ARM

LOW
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *(roll again)*
6. *(roll again)*

HIGH
1. Large Laser
2. Large Laser
3. Heat Sink
4. *(roll again)*
5. *(roll again)*
6. *(roll again)*

LEFT TORSO

1. Medium Laser
2. Medium Laser
3. Heat Sink
4. Heat Sink
5. *(roll again)*
6. *(roll again)*

LEFT LEG

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAD

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

CENTER TORSO

LOW
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
5. Gyro

HIGH
1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Medium Laser

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO

RIGHT ARM

LOW
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *(roll again)*
6. *(roll again)*

HIGH
1. PPC
2. PPC
3. PPC
4. *(roll again)*
5. *(roll again)*
6. *(roll again)*

RIGHT TORSO

1. Medium Laser
2. Medium Laser
3. Heat Sink
4. Heat Sink
5. *(roll again)*
6. *(roll again)*

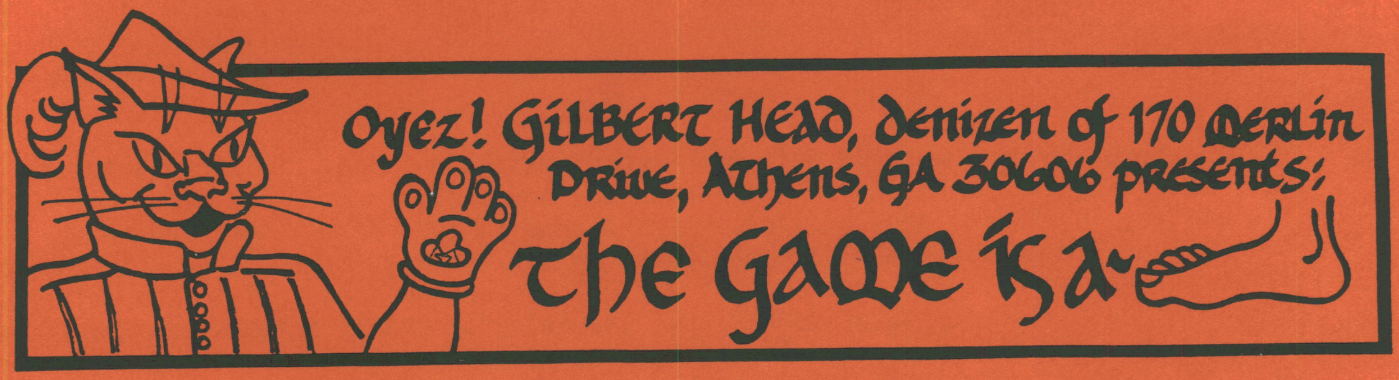
RIGHT LEG

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT SCALE

30		Shutdown
29		
28		Ammo Explosion, avoid on 8+
27		
26		Shutdown, avoid on 10+
25		-5 Movement Points
24		+4 Modifier to Fire
23		Ammo Explosion, avoid on 6+
22		Shutdown, avoid on 8+
21		
20		-4 Movement Points
19		Ammo Explosion, avoid on 4+
18		Shutdown, avoid on 4+
17		+3 Modifier to Fire
16		
15		-3 Movement Points
14		Shutdown, avoid on 4+
13		+2 Modifier to fire
12		
11		
10		-2 Movement Points
09		
08		+1 Modifier to Fire
07		
06		
05		-1 Movement Point
04		
03		
02		
01		
00		

Type	Heat	Damage	Min.	Short	Medium	Long
Medium Laser	3	5	-	1-3	4-6	7-9
Large Laser	8	8	-	1-5	6-10	11-15
PPC	10	10	3	1-6	7-12	13-18



.....and welcome! This is #1 in a seemingly endless series called "The Game is A Foot. Above, for those of you new to APA (Amateur Press Alliance) writing, is what is (incorrectly) called a colophon (sometimes collophon). It is designed to let readers know what troubled corner of this microverse they've stumbled upon. It is the work of my lovely and loving wife, Margaret, who can not be held responsible for the fact that it does not mention that this zine is produced for the Brand New APAzine MOTIVE. Also, the material contained herein is copyright reserved to whatever authors rear their ugly heads.

This is what's commonly referred to as an introzine. As the name implies, a zine in which introductions are made. It should be noted at the outset that I will be something of a renegade here until you drive me screaming from your august ranks. Although I enjoy role-gaming quite a bit, I have been away from it for a while (having a number of other pseudopoda extended in divers directions), and will not pretend to be able to teach the teachers. On the other hand, I love to write, have been accused of being at least marginally competent at it, and hope to use these few pages each bimonth to pass along lore about games mostly forgotten. Along the way, there will be MCs (mailing comments), astute observations as to the character of fellow writers in MOTIVE, and random and stray observations as to the nature of the world at large.

Because many of the writers for MOTIVE will be focusing upon character creation and gaming, I'd like to take a brief opportunity to create a couple of characters for you, just to prove that I can:

1) Once upon a time, a soldier married a woman warrior. They were as happy as two folks trapped along the coast of a mythical place called Virginia could be, but they felt an uncanny need to extend their nuclear family; this they did, in the year 1954 (as time was regulated in those lands). Feetfirst, naked, slimy, but with healthy lungs did our hero (to remain here nameless for the purposes of this anecdote) emerge into an uncertain world. There was no mark of greatness upon him. His family then entered their nomadic period, roaming to the distant shores of a land called Washington, then leaving this world behind altogether for a sojourn in a mystical place called California. Like the Welsh heroes of old, they weathered many a year in this place out of time, and found themselves rudely brought to earth again in a place called Albany, Georgia.

But they were restless still, and crossed the Biggest Puddle to a place called Chinhae, Korea, where they were the source of much amusement to the natives that did live in those storied lands. Now, in all these wanderings, our hero had grown much in mind, but little in body; whence did he become the punching bag to the masses. But in Korea, he was initiated into the rites of the Open Hand, and was helped along by a much delayed burst of growth; so did the bullies eventually leave him alone.

And he loved not always wisely, but usually well.

And soon, the time came when he returned to Albany, but he liked not that place, for the land there was flat, not unlike many of the inhabitants. So did he gird up his loins and travel to the Temple of Knowledge at Athens, and proceed to cultivate learning and a fine crop of friends. And his heart was captured there by Margaret, who took him as husband, and helped him nurture a special place in an Alternate Reality called Bryn Madoc. This they did also with several of their friends. And their jobs were steady but not terribly exciting (as you will discover on page 2.....)

with our hero making the world safe for records management, and his spousal better half doing duty in the Fields of Art (Graphic Type, 1 ea.).

And so, in the fullness of time, we have come to the Present Age, whence our young Diogenes dabbles in the fine pasttimes of the Society for Creative Anachronism, the occasional science fiction convention, the odd subterranean trip to the netherworld, an ongoing role as contributor to MYRIAD ("The Friendly APA"), sojourns up the sides of local stone verticalities, collecting of every base and frivolous thing under the sun (including records, CDs, tapes, books, games, stamps, coins, swords and knives), video and partymeister deluxe, and student of Cha-no-yu. (The preceeding sentence has been a service of "Give Peter Gareis Something to Do" Local #348, in association with the Athens chapter of the William Faulkner Fan Club). Our portly protagonist is especially blessed with a loving family and friends, all of whom indulge his whims far more than they should. But such is life.....

(Remember, way back on the other page, when I started a paragraph off with a 1)? There was a reason for it; if I could just remember what it was.....)

2) In the Year of Our Lord 1183, in the several lands of the Norman master of Glastonburh, William, there was born to a Saxon serving girl a child. To spite the father, the child was named Aedward, after the late Saxon fashion, for though this was the heritage of Aedward's mother, his father was a hated Norman— in fact, the local overlord, William. Though William was renound for his sexual appetites, and his bed was peopled by many of the women of his demesne, he was fecund with male issue only with Aelfgyffa, Aedward's mother. This fact would cause William untold grief in his later years.....

Aelfgyffa sought to punish William for his crime of taking her by force; she arranged to have Aedward taken by friendly Augustinian friars to be reared in the Kingdom of Castile, away from the corruption of a Norman upbringing in William's house. For this crime, she was pulled apart by oxen on St. Patrick's feast day in the village of Glastonburh.

On the continent, Aedward from the age of five was raised by the brothers of the Augustinian order. As the 12th century drew to a close, the brothers of his house in Zaragosa obeyed the call of the Holy Father to crusade, and Aedward was in the band of those that turned their feet towards Rome. In 1197, he was a youth of long limb and fair countenance, stronger of spirit and body than most 14-year olds. The way east was difficult, and the company of a group of Knights Templar most welcome; from them, Aedward learned the secrets reserved to that mendicant order. All across Spain, skirmishes slowed the pilgrims' progress; indeed, it was not until the year 1201 that the band reached Lombardy. The hard fall of 1202 found them in Tuscany, looking for a place to winter before entering Rome in the spring. In Assisi, Aedward heard tales of a mad boy who had taken to the surrounding hills. He was the son of a local merchant, and he claimed to have had a vision from God that told him to set aside his worldly possessions, and to lead the Church away from the things of this life. His name was Francis, and he was striving to establish a new religious order founded on a vow of absolute poverty.

Aedward felt strangely drawn to this man who would deny his own birthright; he had been told of his own birthright, and how it had been set aside by God. Those good friars who had raised and nurtured Aedward warned him against the teachings of this mad man, but Aedward had met with Francis, heard him speak, and been seized by his soul. He was resolved; he would remain in Assisi, and help Francis build his new church. The pilgrimage for the Holy Land would wait.

And Aedward was in Assisi for five years; he was with Francis in the building of the new sanctuary, stone upon stone, and he was with him in the Holy City, when he was rebuked by the Holy Father for questioning the Church.

The year 1208 found Aedward at Acre, and enlisted as a Soldier for God. Captain Alvarez of the Knights Templar remembered Aedward from the journey out of Spain, and undertook to sponsor him as a Knight Bachelor. (but first, they had to turn the page....)

And their campaigns took them far afield, eventually to Constantinople in 1212. It was there that Aedward was kidnapped by Saracens and sold to Vikings who had been raiding slavic Christian outposts along the Black Sea. For three years, Aedward's treatment was harsh at the hands of these Danes, but he eventually won the respect of the Captain Thuryn for his strength. He was made a theign in Thuryn's house, and was taught the lore of the coastal raider. In 1216, a sailor out of Southhampton was taken in a raid, and this man had news of Aedward's father. William, near the end of a life badly spent, still had no legitimate issue, and no male heir apart from a bastard son who vanished in infancy. It was said that William's lands would be forfeit to the Crown of England, and his tenants dispersed according to Royal Whim. It was from this man that Aedward also learned for the first time of the fate that had befallen his mother.

His destiny pointed to Glastonburh. Promising a share of his birthright to any who would help him secure his claim, Aedward landed at Portsmouth in the late summer of 1218. It was his intention to seize his lands by force, and to have the personal satisfaction of putting his father to the sword. In the third day of seige, a parley party brings the news that William has choked to death on a surfeit of eel.

And so, it is the year 1220. Aedward is at work solidifying his hold on his father's lands. He has taken a Norman wife, the daughter of a stonecutter who has come to work on the cathedral. He looks to the East, and sees an English Sovereign restless upon his throne.....

Well, you get the idea. Characters. New skin for the old ceremony. That sort of thing. Now, briefly, a taste of what will hopefully be the meat of future TGIAFs: (APA writers ["hacks"] thrive on acronyms; you may as well get used to it).

NINE MEN'S MORRIS (Also known as Nine Mills Morris, merelles, muhle, jeu de moulin, paritariya, picarva, and pedreria)

The earliest historical example we have of a gameboard for Nine Men's Morris is at the Egyptian temple at Kurna, and dates from about 1400 B.C.E. In the West, the game reached its popular peak in the 15th century. It's a simple game to learn but more difficult to master.

The object of this two-player game is to be the first to reduce your opponent to only two playing pieces or block them so that further moves are impossible. To play, you need 18 tokens, nine each of a contrasting color. There a two phases to the game, a placement phase and a movement phase. In each phase, the object is the same; position your pieces in such a way that you create a "mill" of three of your pieces in a row. When you have accomplished this, you are entitled to remove one of your opponent's pieces from the board (providing that that piece is not already part of a mill).

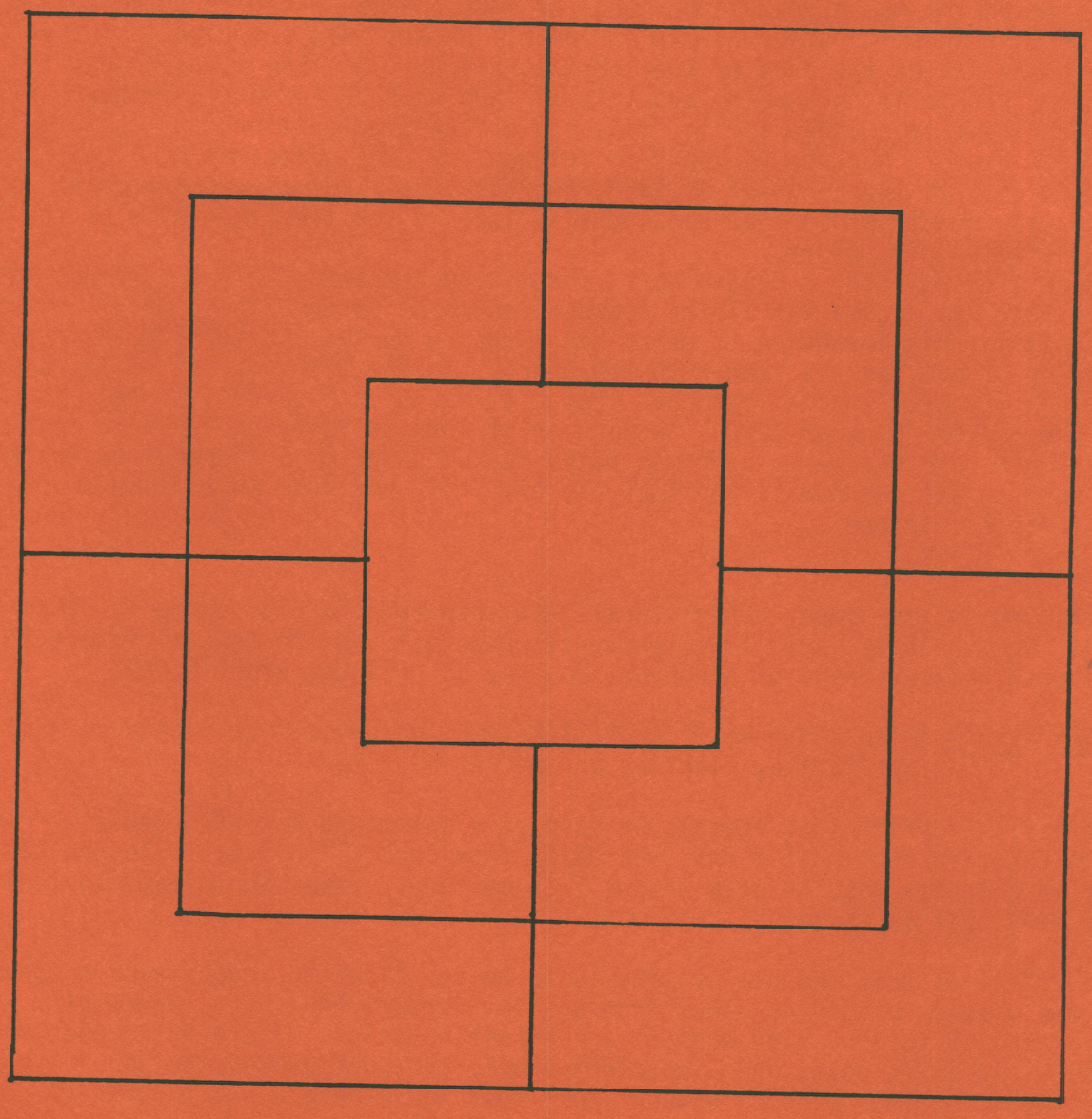
In the placement phase, players alternate turns, placing a piece at each junction or corner of the board as they choose (light color begins, as in chess). If mills are formed during this stage of the game, the opponent must forfeit one piece from the board. If a player forms a mill, and his opponent has only pieces on the board which form an existing mill, the player who has just formed the new mill may break the mill of his opponent.

Once all pieces are placed on the board, the movement phase begins. Players move, in turn, from one junction or corner along a line to an adjacent corner or junction. There is no jumping of pieces or movement off of lines. Once a piece has been removed from the board in either phase, it is out of play.

Play continues until a player is left with only two pieces on the board, thus rendering further mills impossible.

For those of you into game vernacular, the British call the act of removing an opponent's piece "pounding".

Now that every appetite out there has been whetted to a fever pitch, here's a board sample to play around with:



Have fun with it. Six and Three-man variants also exist; I'll be glad to run boards if anyone has an interest.

****

Before I close this out, I want to wish Wayne well in this enterprise, and I hope that all who play in this garden find something to enrich. Greetings to Keith and Peter and others of those gathered here that I know, and greetings also to those I will get to know in these pages. Next time out, we'll have another nearly-forgotten game to shill, as well as mailing comments and the usual verbiage. To those of you new to the APA multiverse, a warning: This form of communication can be tricky. If you fear misinterpretation of what you might write (especially in poking "gentle fun"), be as precise as you need to be to make sure that what you write is what that person's reading.

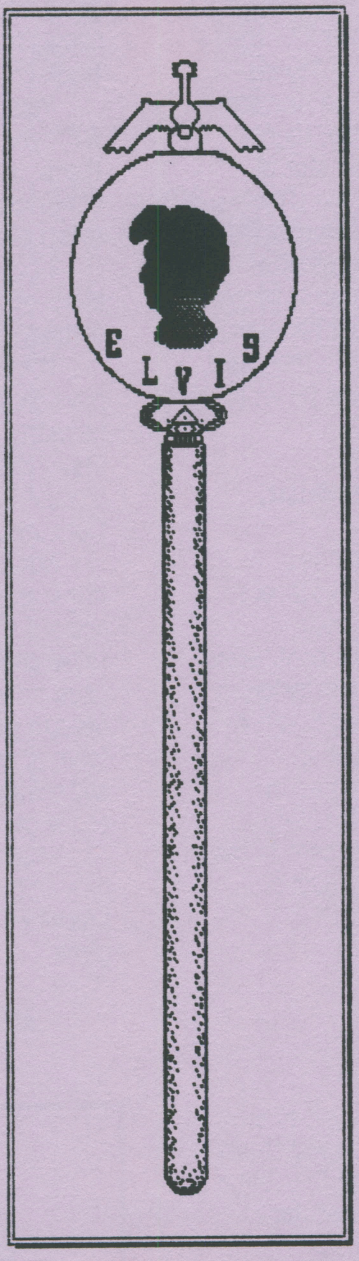
So for now, I really must go, for you see, "The Game is A Foot....."

THE IMPERIAL ELVIS POST
☥ ISSUE ZERO ☥

AN ACT OF:
Wayne Peacock, 540 1/2 McWhorter Dr., Athens, GA, 30606, (404) 546-7329.

SNAPPY COMMENTS

Greetings, fellow and future members of **Motive**. My name is Wayne. My favorite colors are plaid and EL Dorado gold. I like role-playing games. My favorites are **Champions**, **Star Wars** and **RuneQuest III**. My heroes are: Johnny Cash, William Blake, Alan Alda, G. Gordon Liddy, Elvis, Shirlie McLaine (all of them), and Vaughn Bode. I love games with absurd plots and many acts of derring-do. I want to father a lot of children, and be a millionaire by the time I'm thirty. That way I can open a dude ranch and half-way house in Wyoming for the victims of: Tamma Janowitz, George F. Will, The Brontes, John Norman, Hunter S. Thomson, George Elliot, and Kurt Vonnegut Jr. To knw me is to endure my "free-form" spellings.



THE CONTENTS OF ISSUE ZERO:

AD ABSURDUM INFINITUM- some wacky plot ideas.

SCULPEY III- A game-within-a-game game aid.

SPACEGOTHIC- The beginnings of an alternate universe using the **Star Wars** game system, which grew so large I had to postpone many of my other ideas for my first mag.

AD ABSURDUM INFINITUM

Speaking of absurd plots, here are some weird adventure teasers:

Takee Outee to the Cleaners

The characters stop by their local Ylen Bar-B-Q, Sushi Bar, and/or McBurger joint to pick up some grub, but inadvertently get something else. This could be as simple as a rather quarrelsome live order for a Thoon-Devil, or the local mob's protection payment.

Whatever the characters pick up, it should be something they find over- whelmingly desirable or dangerous. Let them try to please everyone and still end up with (or without) the goodie.

If a Giant Breaks Wind in the Wastes, Does Anyone Smell the...

What does a sick giant, dragon, or demi-god do when she needs to go to the Drug Imperium? ANSWER: she sends the characters. Of course "the cure" can only be found deep in the heart of enemy territory, or on another plane of existence (such as the vacant/in use sign from a 747's bathroom). Maybe the antidote is in the treasure vault of another dragon, demi-god, or other horribly powerful, psychopathic being.

Better yet, combine ideas one and two and have them go to the "drugstore" only to get

the mob's protection money--jeepers, what fun!

Loki Out!

Does your campaign have a trickster god or a powerful group of supervillians with an urge to pull practical jokes.? If the answer is: "You bet your Turbo Joy Buzzer™," then have she, he or them torment the players. After all, they have this reputation for some reason, huh? Have them pull a gag, then make the characters do something stupid and/or embarrassing to remove the effects.

EX: Pectoral of the Eternal Tan and Thick Neck has taken to treating women as utter trash. So Shalmain, Lord of Niftiness, turns him into a crone and tells him that he must dance (vertical or horizontal) with the most degenerate man at the Grand Throw Down to remove the curse.

My Gothic Goulash (see **SpaceGothic**)

Marion Killerdeathspatterbrain, of Marion's Pit and Lounge, hires the players. To insure their honesty, she has them changed into Guild Orcs--only her contracted demon can turn them back. Their mission is to go to Leopoldt Ortega's Festering Bowl-A-Go-Go and pick up some of his special Alcatraz Seltzer to cure the grumbles in Marion's twelve tummies. Unfortunately, they pick up Leo's mercenary payment to the Glitterdeath Immortals--lots of laughs, high-speed chases and incidences of cannibalism can follow.

SCULPEY III

This stuff is great. You can buy it at any local art/hobby/craft store that is worth its salt. It comes in 2oz. packages and in about a billion and six colors (including regular, ultraviolet and metallics).

There are as many uses for sculpey as there are colors. Many SCA types use it to create beads, rings and other such stuff. And Keith has been kicking around some ideas for using it to customise miniatures and create scenery for tabletop games.

I use it to create augury dice for my EDGE (**Runequest III**) game. The idea came from those cheesey weather/ alignment dice that so many gamers use and the Aquarian Tarot. Once I had done some research, I found out that most older games (dice, cards, etc.) derive from some sort of augury/religious game. Shoots and Ladders, for instance, comes from a Hindi game that is still used to teach children.

Your first, and hardest task is coming up with your symbology, and I can't help you there. It is easy to find books on the origins of religious symbology and others which detail old die and dominoe games.

I based my first die on EDGE's six elements, which are related to the Japanese element system.

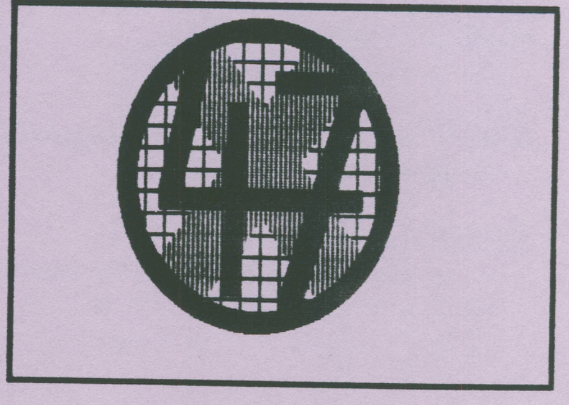
It's easy to shape the sculpey once you have decided upon what kind of dice you will be using. It has the consistency of modeling clay. Use your fingers to get the sculpey into a rough shape then flatten the sides with any flat object-I used a cassette case.

Now, pop them in the oven for twenty minutes at about 300 degrees. Take them out and put them in the freezer for a few minutes to harden them. After they have cooled, paint your images upon their surfaces. You will need to seal the paint and dice with a some form of poly-coat. I use my miniature paints and sealers, but experimentation is the name of the game.

Weather you make poker chips, augury dice or bathroom tiles, the sculpey playing pieces will add to the atmosphere of your game.

MY FIRST IN-JOKE:

Is this Null or Void?



SPACE GOTHIC

SpaceGothic is a science-fantasy setting using the **Star Wars** game system. My hope is to create a space opera/magical setting, which is farcical in some of its trappings, but also suited for playing games of deadly intrigue, and espionage.

It is based upon a **Rolemaster-Spacemaster (I.C.E.)** fusion that I ran in 1986 (?). Because of this, the players deserve credit (but none of the blame): Jackie Cassida, Jim Crabtree, Bill Gilsdorf, Brett Hackett, Deena McKinney-Martin, and Mike Schapira. My current group also deserves mention, and it consists of Jason Edwards, Jeff Gwathney, Walt Gwathney, Ray Knapp, and Scott MacMillian.

My other sources of inspiration are: **Warhammer 40,000**, **Traveller**, **Cyberpunk**, **Deadbone**, **Dune**, and **Mage**. If imitation is the highest form of compliment, then I will be foremost in many of these artists' fan clubs.

SpaceGothic will be an on-demand column for **Motive**. I started this column thinking it would be a teaser for some later work and it ate everything in its path. It is not nearly finished, so please give me any suggestions and criticism that you can.

Political Players

The Concordat: is a galactic theocracy which sprang from a planet called Edom. It is the newest of the political bodies and probably the most powerful. The Concordat is run much like a feudal state. Large portions of space are overseen by Cardinals, who further portion their holdings out to Deacons, and from the Deacons it goes to Priests, etc., etc.

The Concordat's power comes from its mastery of magic and the fanatical loyalty of the initiates of the Church of the Faceless Lord. Support of the church within the Concordat is mandatory, but actually joining the religion (becoming an initiate) is a privelidge which must be earned. Non-initiates have very few rights.

The Concordat was carved from the Great Empire. The lands of the Great Houses, Haupt-Chyoda and Alexandr were completely absorbed. Part of House Krigan and most of the Imperial Core were taken as well.The Concordat did this with the aid of the Traitor House, better known as House Golgotha.

The Faceless Lord is a god of mystery, power and rulership. He personifies the Machiavellian ideal of the ruthless leader who will stop at nothing to preserve his power and maintain order. For this reason, the Faceless Lord's priests tend to be very charismatic, and are capable of whipping

their worshippers into murderous, righteous frenzies.

FreeSpace League: is a loose association of free worlds in the area known as the frontier. The members of the FreeSpace League find incorporation into any of the three major political groups unappealing and has established its own representative government, The FreeSpace Senate. This is the only known governmental body in human-dominated known space, which treats minor alien races as voting equals.

The Frontier- All the political parties consider the Frontier their own. House Golgotha and The Concordat try to stay out of each other's way, but confrontations are inevitable.

House Golgotha: Golgotha was the most technologically advanced house during the time of the Great Imperium. It joined sides with the Concordian and took over most of the Imperial holdings.

The Golgotha are still the premier innovators of new technology and chief developers of tech-magic interfaces. They supply the Concordion with ships, weapons, and other forms of technology in return for raw materials--although relations between the two powers have become strained in the past few years.

Many of the magical creatures which roamed the lands of Edom are now in the hands of House Golgotha's Geneticist's Guild--The Guild Orc was their first public success, but who knows what other creatures dwell in their RNA baths and charnel houses.

To honor their pact with the Concordat, the House Golgotha has taken to worshipping Malris, Spirit of Unlife (one of The Faceless Lord's servants). House Golgotha has outfitted and maintains a standing army of undead--The Legion of the Damned. Most of the power within the household is broken down into guilds. Guild Golgotha manages and arbitrates between the various factions, as well as making up the bulk of the priesthood. Many of their members have taken the plunge into unlife.

The Golgotha rule by deceit, treachery and manipulation. Their territories are open to commerce, but woe to those who break any of Golgotha's ornate laws--The Legion of the Dammed is always looking for a few cursed souls.

The H'Sharsh Protectorate is technically in the frontier, but the H'Sharsh are strong enough to resist any of the human powers. In, fact most humans avoid contact with their ships if at all possible. They have lead an isolated existence since they won the war started by the Great Imperium almost 300 years ago.

The Imperium. The Imperium is what remains of the Great Houses and their lands. The Imperium's forerunner, the Great Imperium, once covered known space. The treachery of House Golgotha and the surprising might of the Church, caught the decadent Imperial nobles off guard. But the once decadent nobility of the Imperium as awakened from their drug-filled dreams and is now the second greatest power in the universe. Its forces now race to regain the knowledge that they once had. Unfortunately, House Golgotha ran most of the Imperium's high-tech industries and was given access to Tome, the imperial library world as a spoil of war.

As in the Great Imperium, the Imperium of the present uses a semi-feudal system of government. Great Ducal Households rule large portions of space and send taxes and tributes to the Emperor. The Emperor also rules a sector of space called The Core. By custom, it contains the private homes of all the Household leaders.

The Imperium may lack ships and magic but they make up for this in their struggles with the help of their far more experienced navy and scouts.

The Orc Worlds- The major Orc world is Agog, ruled by Grumong II, but the Orcs have been gobbling up worlds, asteroids, space stations, and small freighters all over the Frontier. Orcs are tribal, and their government is a mish-mash of bandit kings and barbarian nations. Orcs rarely respond to anything but brute force, but some Orc worlds are members of, or cooperate with The FreeSpace League.

Common Epithets

The Concordat towards:
Themselves: The Holy, The Blessed
House Golgotha: The Brethren, The Tech-Wizards, (Machine Cripples)
The Imperium: The Heretics
FreeSpace League: The Misguided, Heretics

House Golgotha towards:
The Concordat: Brethren, (Spell Flingers)
The Imperium: Has-Beens, Wimps, etc.
The FreeSpace League: Exploitable

The FreeSpace League Towards:
The Concordat: Demon Bureaucrats
House Golgotha: Necrophillic Capitalists
The Imperium: Elitist Swine

Orcs Towards:
Themselves: Boyz, Da Dudes, Blood
The Concordat: Priests, Good Eatin'
House Golgotha: Dead Fag Maggot 'Eads
The Imperium: 'Yer lowlinesses
The FreeSpace League: Democracy is for Wimps

TIMELINE

YRS. AGO	EVENTS
1000 (?)	The Great Empire is founded on Axis Prime
200	The Imperial Scouts discover HC/1138, called Edom by its inhabitants. House Haupt-Chyoda is awarded it by the Emperor, Thaliet.
180	The xenologists for house Haupt-Chyoda report on the Magic Phenomena. The Emperor warns against contamination and interdicts the world (i.e., no immigration to or from Edom).
175	Dominic Haupt-Chyoda makes an agreement with the Avatar of the Church of the Faceless Lord to aid the Avatar in his war against the Orc King, in return for mineral rights to the Orc lands.
160	Dominic takes his wife, pregnant with his heir Vincent, to the celebration of the Church's victory against the Orc King Grumong I. She and her unborn child are ensorceled by the Avatar. The Orcs are enslaved and put to work for the Haupt-Chyoda refinery ships.
120	The first Guild Orc is created.
100	The Head of Haupt-Chyoda, Vincent Haupt-Chyoda, joins the Church of the Faceless Lord.
90	The Orc King Grumong II leads a successful mutiny on a Haupt-Chyoda refinery ship on Edom. He and 500 of his followers escape into The Frontier.
80	Vincent is removed from the Ducal seat by the elders of house Haupt-Chyoda, he and a group of followers evade assassination attempts and escape. Edom is blockaded by Household battleships to prevent Vincent's return.
75	The Emperor interdicts the new religion, but it begins to spread among the lower classes (and criminal organizations) as Vincent and his followers circulate. Vincent "fathers" a child upon a demoness and passes his power on to his son before be subsumed by his lord.

50 The Emperor lifts his interdiction after strikes and terrorists attacks paralyze many Imperial worlds. Vincent Haupt-Chyoda II is awarded asylum by House Alexandr. Vincent swears that he will return to Edom, despite the Emperor's warships.

45 Vincent marries Duchess Marissa Alexander.

30 The Avatar of the Faceless Lord on Edom, hands the mirrored mask to Vincent II and is subsumed by his Lord. Vincent II is now the Avatar.

23 The head of House Golgotha invites the Avatar to a private meeting, they sign an agreement and begin building traitor forces in Golgothan Territory. The Golgothan Duke is possessed by Malris, lord of the undead.

15 Vincent announces the Jihad during a "peace talk" with Leopoldt Haupt-Chyoda and Marissa Alexandr. They both turn over their armies to him. Later that year the entire ruling line of each of the households is murdered. Vincent crowns himself the Archduke Alexandr Haupt-Chyoda.

5 The Jihad "Ends" in a cease-fire, after a little over half of the Great Empire is taken.

Miniatures

40K, all the way. (I might as well give Null something else to do with his investment. And besides, he's got a car anyway.)

Rule Changes & Additions

The **Star Wars** rules and the **Rules Companion** will be used unless otherwise noted, or severely implied.

COMBAT

The only new combat rules concern Free Fire points and Max Fire points.

Free Fire (FF) points represent how many shots are fired each time the character depress the trigger. As such, they represent the number of attack rolls which can be made at the same die modifier. That is, firing a weapon with a (FF) number of two, gives the attacker two shots which "cost" only one action.

Max Fire (MF) points represent the maximum number of times the weapon can be fired in a combat round.

Multiple targets can be acquired, but one shot is wasted between each target change. EX.: If two targets are standing next to one another, the gun must have a FF of at least 3 to shoot at both targets.

THE FORCE

The Force is now considered magic. **Sense** and **Alter** exist as is, but **Control** is thought of as merely a function of **Sense** and **Alter**. **Summon** and **Bind** will be added in a further article, which will deal expressly with magic.

FORCE POINTS

Force Points = **Karma Points**. Simple.

The Dark Side and Insanity

There is still evil side to magic (The Force), but in the SpaceGothic world there are more grey areas than in the **Star Wars** universe. For that reason , Darkside Points will no longer be used, in favor of Insanity (INS) points. The effects of loosing one's sanity is determined by the reasons for the insanity.

INS rolls are made during periods of great stress (a big fight, getting married, etc.). If your character rolls less than his/her INS (insanity) points on 1D6 (round the INS total in the character's favor) the character will become psychotic for the entire situation. The character may roll again if things calm down to "come down". If that roll fails, then the character goes insane until professionally treated or killed. Each collapse adds an permanent INS point.

TECHNOLOGY

The technology level will stay relatively the same (i.e. fantastic, more than rational). The costs for things will remain the same and FTL travel will be accomplished in the same way.

NEW SKILLS

Cybernetics is a **Technical** skill, allowing a character to repair or dismantle cybernetic parts. It functions as does any repair skill. Characters which have been incapacitated or mortally wounded must attempt to roll a 3 or better for each Cybernetic part, or it was damaged and no longer functions. Rolling a one means that it was rendered useless, and must be replaced.

MagicLore should be added beneath the **KNOWLEDGE** attribute. It represents knowledge of magical "laws," creatures and consequences.

Psychology should be added beneath the **PERCEPTION** attribute. This skill represents any kind of analysis or counseling, religious or scientific. The most important factor in the counseling is the character's belief in the analyst.

This is a sanity "repair skill for humans. The skill acts as a repair skill, but it takes one week per roll. Multiply the patient's INS x 5 to get the difficulty number. This skill cannot take sanity points away gained by any of the _____ware items. Any other sanity points can be dropped after therapy.

Starship Sensors skill should be added beneath the **MECHANICAL** attribute. Skill rolls should be made for specific information, based upon ship's weaponry range bands.

To make space combat more interesting, the sensor operator must achieve a **Starship Sensor** roll on each targeted vessel to allow for any fire control modifiers. This only needs to be done once for each targeted vessel.

CYBERWARE

Cyberware is not common. Common cybernetic implants merely duplicate the original organ or limb, and are made to be indistinguishable. Cyberware is usually military in origin and fully visible. Cyberware is common in the Imperium and House Golgotha space. It can be found in The Frontier, but is virtually unheard of in the Concordat.

Cybernetic parts can be worked on or dismantled with the **Cybernetics** skill.

The Insanity (INS) point penalties for cyberware will function like Darkside points. Too much cyberware and your character will become uncontrollably cyberpsychotic. Cyberpsychoses is

usually marked by extreme paranoia, multiple phobias, and schizophrenia. The character will self-destruct in a matter of days if not helped and is extremely dangerous until then.

The general benefits for cyberware and INS point gains are listed below:

+1 INS

CyberArm: Adds 1D+2 to STR damage . 2000Cr. This is a plastic/alloy combat arm. It possesses 5D of crushing power in the hand, but this is rarely useful in combat. It is outfitted with razor-like, retractable talons, and can withstand a lot of damage. (A character may Melee Parry with a CyberArm. Two CyberArm fittings do not add their bonuses together, except for very specific actions allowed by the GM.

CyberArmor: 1D of armor, as other armor, but invisible and no DEX Mod. 2500Cr. CyberArmor is a sub-cutaneous, layer of armor put in place by an extremely painful and long process of surgery.

Attribute Triggers: +1D to an attribute (and its associated skills), for one round (-1D on following round). 5000Cr. Attribute triggers are bio-mechanical computer chips which stimulate certain areas of the brain, gaining the character an increase in an attribute for one round. The character goes through a deadening process of equal value on the next round. Attribute triggers are cumulative and thought activated. Attribute triggers over 3D are rare.

CyberLegs: +2m/round ground movement, CyberArm damage for kick, 4000Cr. CyberLegs add greatly to the characters movement and leaping ability.

.5 INS

CyberEyes: +1D+2 to vision search and scan rolls. 1000Cr. These mechanical eyes, look like mirrored gogles. They have built-in nightvision, IR and sunglass abilities.

CyberNose: can open a **Track (PERCEPTION)** skill, +1D+2 to scent-involved search and scan rolls. 1000Cr.

CyberEars: +1D+2 to hearing search and scan rolls. 1000Cr.

CyberRecorder: can record any available input from Cyber Senses. 1200Cr.

Boosterchips: 1D to a particular skill. 1500Cr. Booster chips are always in effect, unlike attribute triggers.

Computer Link: Allows data entry and retrieval, a la Lobot in **The Empire Strikes Back**. There is no net, yet?. 2000Cr.

Finger Blades: retractable claws. +1D to Damage. 500Cr.

DEMONWARE

If you thought Cyberware was horrible, wait 'til you see what the guys from the Church of the Faceless Lord have summoned up for you. Demonware can be purchased at any participating Temple, for a nominal contribution, no rebates or trade-ins for souls, please. An equal opportunity possessor.

Demonware is not trusted anywhere and is downright loathed in the Imperium. It is always gross and ugly looking, and no two parts look the same. Special clothing and equipment must be designed for those with Demonware.

Demonware will regenerate fully in 24 hours-until the caster wearer is killed or the Demon is exorcised. The souls of those who die with any Demonware are the property of the Faceless Lord.

Demonware causes INS points to be created. If you fail an INS roll you are temporarily or permanently possessed. Thank-you. A possessed individual will run about using his/her demonic parts to harm others until stopped. Although Deamonware and Cyberware can be mixed, Demonic possession takes precedence over cyberpsychoses, although both must be treated once and INS roll is failed.

2 INS

Demon Carapace: +1D STR. 8000Cr. This creates a demonic second skin, boosting the wearers strength.
Bile of Flame: 4D flame attack. Range 6/8/10. 5000Cr. The character's neck grows a organ capable of storing and producing flaming bile.
Wardpact: Demonic Assassin will track down your killer. 10,000Cr.

1 INS

Demonic Arm: +1D+1 to STR Damage rolls, +2D Damage for a successful **Claw** attack (new **STRENGTH** skill). 3000Cr.
Wings: The character can fly at double his/her movement rate. These wings give the same rate of movement, through any non-solid medium--air, water, etc.8000Cr.
Demon Head: +1D to all sense or scan rolls and permanent nightvision. 5000Cr.

.5 INS

Demon Mouth: +2 to STR damage from your bite. 300Cr.

WEREWEAR

This is Scott's twisted idea--see Trans-Dimentional Blues.

DEADWEAR

For those of you who wanted that permanent clammy handshake, Night of the Living Deadware will appear at your local Golgothan holo-crypt in time for issue one of the **Imperial Elvis Post**.

CHARACTER TEMPLATES

Star Wars already contains many of the basic character types. So, rather than revise all of the templates, use your imagination and the Attribute and Equipment sections from the templates listed below:

Arrogant Noble,
Armchair Historian,
Bounty Hunter,
Brash Pilot,
Gambler,
Kid,
Laconic Scout,
Loyal Retainer,
The Merc,
Old Senatorial,
The Outlaw,
Pirate,
Ret. Imperial Captain,
Smuggler,
Tongue-tied Engineer,
Young Senatorial, and
Tough Native.

GENERAL HUMAN PERSONALITY TYPES

THE IMPERIALS

Imperial nobles are arrogant and brave. They like being good to the little people.

Everyone else is resolved to the status quo, but since nobility grants more responsibility than rights, few hard feelings are felt by the "little people."

THE GOLGOTHANS

The Golgothan Guild system allows for a high degree of mobility to the ruthless and devious--think of most Golgothans as Death Yuppies. Golgothans like black leather clothes and pale skin. They also indulge in bright tattoos, usually resembling skulls or machine parts.

THE CONCORDIANS

Like the Golgothans, the prize virtues of the Concordians are ruthlessness and deviousness. But shoddy and outwardly callous leadership is not tolerated. Those who are not in the Church are treated like hell.

THE FREESPACERS

Okay, these guys are the good guys, break out the white hats. FreeSpacers are trying to re-make the universe. Their goal is a universal senate made up of planetary/system representatives. And guess what? They want to do it without firing a shot. Most people in the **SpaceGothic** universe greet this message with dumbfound looks, laughter, or blasterfire.

THE FRONTIERSPERSON

Frontierspeople tend to be independent explorers or exploiters. Either way, they don't take shit from anybody they can beat up or run away from.

Here are some new templates unique to **SpaceGothic**:

CYBERWARRIOR

DEXTERITY	3D	**PERCEPTION**	3D
KNOWLEDGE	3D	**STRENGTH**	3D
MECHANICAL	3D	**TECHNICAL**	3D

EQUIPMENT

CyberArm
Blaster Carbine
2000Cr.

Attribute Trigger: DEX
Body Armor
INS = 2

BACKGROUND

Your character has many cybernetic implants. These might have been gained by choice; as a result of military service, or you may be a slave warrior for House Golgotha. Either way the Cybernetics have altered you mind as well making you unstable, even in normal situations.

LOOKS

Well, this really depends upon the culture. Some might find the cybernetics appealing, others repulsive-either way they are extremely hard to cover up.

PERSONALITY

Cyberwarriors are mentally unstable, and prone to fits of violence.

SPECIAL POWERS

Cyberware.

A QUOTE

"I'd give my right arm to save that kid. Oops! Too late."

THEME MUSIC

Hardcore, Deathrock.

DEMONWARRIOR

DEXTERITY	3D+2	**PERCEPTION**	3D+1
KNOWLEDGE	2D+1	**STRENGTH**	3D+2
MECHANICAL	2D+2	**TECHNICAL**	2D+1

EQUIPMENT

2000Cr.
Medpack
Demon Carapace
Vibroaxe
Blaster Rifle
INS=2

BACKGROUND

Somewhere along the line you sold your soul to make yourself into a killing machine. Maybe you got drunk, or pissed off the wrong person, an you woke up this way in the holds of a Concordat Slave Galley.

Now you must kill to feed the things which gibber in the back of your mind. You life is a constant struggle to keep from going over the edge, "To meet the man," as your fellow DEMONWARRIORS say.

LOOKS

You are encases in a suit of demonic skin, so you're ugly. It might be armored hide or feathers--whatever least suits your fancy.

PERSONALITY

You're wearing a demon's skin--what do you think? You ain't Mr. Rodgers.

SPECIAL POWERS

Demon Carapace

THEME MUSIC

Bauhaus, Ministry, any generic gothic death rock.

A QUOTE

"Blood and Souls, ha, ha, ha, ha!"

GUILD ORC

DEXTERITY	2D+1	**PERCEPTION**	2D+1
KNOWLEDGE	3D	**STRENGTH**	2D
MECHANICAL	2D+1	**TECHNICAL**	5D

EQUIPMENT

Pocket Computer
Repair Droid
1000Cr.
Hold-Out Blaster

BACKGROUND

You were birthed in the Golgothan Geneticists Inception vats. At some point, your training failed and you escaped, or possibly you were set free due to some extraordinary service. Since that time you have roamed the spaceways in search of employment.

Guild Orcs always have a name followed by a number.

LOOKS

Guild orcs have fat, round bodies with long arms and legs, the have "hands" on their legs and arms. They are usually green, like Orcs, and have the same nightvision abilities. They have a fondness for pocketed, bright clothes and sunglasses.

PERSONALITY

Guild Orcs have in-bread psychoses and/or phobias. They are always neurotic combinations of phobias and abnormal lusts. Guild Orcs commonly suffer from agoraphobia, paranoia and droidophilia. They are consummate tinkerers, fixers, and sometimes brilliant designers--although they can rarely make their own inventions perform well.

SPECIAL POWERS, & ETC.

Guild Orcs live for 1000yrs.
Nightvision

A QUOTE OR TWO

"I'll fix it if you'll wear this tutu and buy me a new sheep."
"Aaagh!" {Repeating blaster fire.} "Don't sneak up on me like that!" (Cyril 538)

Theme Music

Industrial, Philip Glass, etc.

LIZARDS (TOADS)

With all apologies and plaudits to Vaughn Bode'.

DEXTERITY	4D	**PERCEPTION**	4D
KNOWLEDGE	2D	**STRENGTH**	2D
MECHANICAL	2D	**TECHNICAL**	3D

EQUIPMENT

Auto-Erotic Strangulation Truss
5 Cr.
Perverse Novelty Items (5)
Stupid Hat, Scarf, and/or Tie
Submachinegun

BACKGROUND

No one knows where lizards came from. They often say things like: "Weez came from Mud'" or "You mamma, dat where I came from!"

LOOKS

Lizards are 2-4' pot-bellied, duck-billed, bug-eyed, multi-colored reptilloids. Lizards are nudists, except in vacuum, and then only once.

PERSONALITY

"...A walking bundle of phallic symbolism and mansabatory violence...They are capable of vast extremes of love, hate and lethargy, but mainly: Lizards is Lizards, original sin just oozing over them..."
(p.10, **Deadbone**)

SPECIAL POWERS

Lizards are always male. Luckily, they are immortal and can mate with most female life forms--the results of this unmentionable act is always one or more Lizards. The most remarkable thing about that "act" being that they don't seem to have organs of reproduction.

THEME MUSIC

CCR, Pianosaurus, The Dead, any cover band.

A QUOTE OR THREE

"Hey baby, what you doin' messin' around with that common dude?"
"Wot dat?"
"I even tried suppositories, but dat don't work either."

OGRE

DEXTERITY	3D	**PERCEPTION**	2D
KNOWLEDGE	2D	**STRENGTH**	6D
MECHANICAL	3D	**TECHNICAL**	2D

EQUIPMENT

Blaster Rifle
Heavy Blast Pistol
2-Handed Sword
1500Cr.
Bag of Battle Trophies (Noses, Ears, Heads, etc.)

BACKGROUND

Most Ogres are decended from the few that escaped from Edom with Grumong II. All Ogres are warriors. Some fight for themselves, others for mercenaries, some have even found employ with the Imperium.

LOOKS

Ogres look like huge (8'+) humans with tremendous muscles and exaggerated facial characteristics.

PERSONALITY

When outside of a fight Ogres are surpassingly good-natures, enjoying friends and family. In battle they are horrifying engines of carnage.

Ogres are pretty dense, but they know it. Unlike Orcs, Ogres will follow good leaders even if they do not feel personally threated by him or her.

SPECIAL POWERS

Ogres live for 200+ years.
Ogres can smell blood

A QUOTE

"I don't get it."

THEME MUSIC

Nursery rhymes, Delta Blues, and 50's Rock.

ORC

DEXTERITY	3D	**PERCEPTION**	3D
KNOWLEDGE	2D	**STRENGTH**	4D
MECHANICAL	3D	**TECHNICAL**	3D

EQUIPMENT

Assault Rifle
2000Cr.
Medpack
Broadsword
Grenade
Toolkit.

BACKGROUND

Orcs are loud, cruel and aggressive. They respect only those which threaten them. Weaker foes are to be eliminated and enslaved. They enjoy fighting, breeding and loud explosions. It is said they are the opposites of the mythical life form called the Elves.

LOOKS

Orcs stand anywhere from 5-7' in heights. They have heavy, gorilla-ish bodies, with long arms and short legs. A normal orc is more than a match for a man in single combat. Orcs are usually green complected with red eyes.

PERSONALITY

Orcs are loud, cruel and aggressive. Brute force rules their life and their technology. Orcs never wanted to advance beyond the slug-thower phase (at least as far as personal weapons go), but they have invented fearsome weapons to compete with blasters.

SPECIAL POWERS

Live for 2000+ years (usually killed by the time they are 50)
Nightvision

A QUOTE

"Give it to 'em in the giblets! That way 'eel last longer!"

THEME MUSIC

Thrash, Speed Metal.

SPACEGOTHIC

Character Sheet

_____

Character Name

Player Name_____
Height_____ Weight_____
Hair Color_____ Eye Color_____
Sex_____ Age_____

Physical Description_____
_____
_____
_____

SKILLS

DEXTERITY_____
Blaster_____
Brawling Parry_____
Dodge_____
Grenade_____
Heavy Weapons_____
Melee Parry_____
Melee_____
_____

KNOWLEDGE_____
Alien Races_____
Bureaucracy_____
Cultures_____
Languages_____
Magic Lore_____
Planetry Systems_____
Streetwise_____
Survival_____
Technology_____
_____
_____

MECHANICAL_____
Astrogation_____
Beast Riding_____
Repulsorlift Op._____
Starship Gunnery_____
Starship Piloting_____
Starship Sensors_____
Starship Shields_____
_____

PERCEPTION_____
Bargain_____
Command_____
Con_____
Gambling_____
Hide/Sneak_____
Search_____
Psychology_____
_____

STRENGTH_____
Brawling_____

Climbing/Jumping_____
Lifting_____
Stamina_____
Swimming_____
_____

TECHNICAL_____
Comp. Prog./Repair_____
Cyber. Inst./ Repair_____
Demolition_____
Droid Prog./Repair_____
Medicine_____
Repulsorlift Repair_____
Security_____
Starship Repair_____
_____

MAGIC_____
Bind_____
Sense_____
Summon_____
Alter_____

EQUIPMENT

_____
_____
_____
_____
_____
_____

_____
_____
_____
_____
_____
_____

SKILL USE AND COMBAT

TASK	COMBAT	DIFF. #
Very Easy	PB Range	03-05
Easy	Short Range	06-10
Moderate	Medium Range	11-15
Difficult	Long Range	16-20
Very Difficult	--	21-30
Heroic	--	31+

DIE MODIFIERS

One Free Action
Multiple Actions = -[(Total* of Actions)-1]
Per STUNNED Result = -1

DAMAGE SUMMARY

DR<=>SR	STUN WPN.	NORM WPN.
2xDR<SR	No Effect	No Effect
DR<SR	No Effect	Stun -1D
DR>=SR	-1D	Wound
DR>=2x	-2D	Incapacitate
DR>=3x	Unconscious	Mortal Wound

DR=Damage Roll SR=Strength Roll

MELEE WEAPONS

NAME	D. CODE	DIFF. #

MISSILE WEAPONS

NAME	D. CODE	MF	FF	SHORT	MED.	LONG

SKILL POINTS: Unspent ☐ Spent ☐ **KARMA POINTS:** ☐ **WOUND STATUS** ☐

XENOWARE

Name_____ INS_____
Type_____ Cost_____
Bonuses and Powers_____

Name_____ INS_____
Type_____ Cost_____
Bonuses and Powers_____

Name_____ INS_____
Type_____ Cost_____
Bonuses and Powers_____

Name_____ INS_____
Type_____ Cost_____
Bonuses and Powers_____

BACKGROUND_____

QUOTE_____

THE MYSTERIOUS, ONE-FINGER

TEQUILA

SWILLIN' SOCIETY

(FROM THE OFFICE OF THE MINISTER FOR LARGE AMERICAN CARS: PONTIAC DIV.)

A Letter to the Readership of **MOTIVE**,
Attn. Readers/Gamers:

My name as well as some of my thoughts will be familiar to some of you and unfamiliar to others, but with some luck and a continuing stream of ideas and creative impulse, they will become known to all.

I have been gaming for about nine years, beginning with **AD&D**, then moving on to other systems and genres, to the present. Today I play **Champions** for the most part, with some diversions into **RuneQuest III**, **Call of Cthulhu**, and on rare and fortunate occasions, Edge.

Champions is easily my favorite game and has been since 1982 when I was first exposed to it. I feel that the HERO systems stand head and shoulders above the other systems available. The character creation system being point-based with no random factors, the simple skill system, and the combat system which mirrors comic book "reality" combine to form an elegant system which is a joy to play.

Also I very much enjoy "gaming-out" the comic book genre. As with most comic book readers, sometimes I will read a story and think to myself, "Pretty good, but I could have done it better." Or more often, I will think of some novel new storyline of my own. **Champions** provides the perfect arena to explore these. Most gamers are closet writers when you get right down to it, with the games they play reflecting the writing format and genre in which they prefer to work.

The greatest factor in my love for **Champions** however, stems from the the fact that it is the game in which I have consistently had the best groups of people to play with, beginning in 1985 with the legendary TGC campaign (which ended when a part of the group moved), to the game I play

presently, a fledgling game involving several players who are new to **Champions** and are still in a very formative stage.

I only mentioned the other games I did because the TGC group I played with stood out as superlative--especially Edge which is almost entirely the work of one extremely talented player/GM with whom I look forward to soon gaming regularly with again.

So much for the past. As to the future and of **MOTIVE** I say this: I would like to see (and hopefully will be able to finish!) such things as reviews of new game-stuff, interesting characters, scenario suggestions (things like **Traveller's Patrons** supplement would be very nice), and mostly the thoughts and reflections of gamers about games, gamers, and gaming .(And philosophy...oops, what a give-away!)

Well, at this point, I'll draw to a close my ramblings, raising a pint of Guiness in toast, "Long live **MOTIVE** and the OE!"

Till issue one,

Paul Patino

Paul Patino
Rt. 1, Box 384A
Arden, NC, 28704

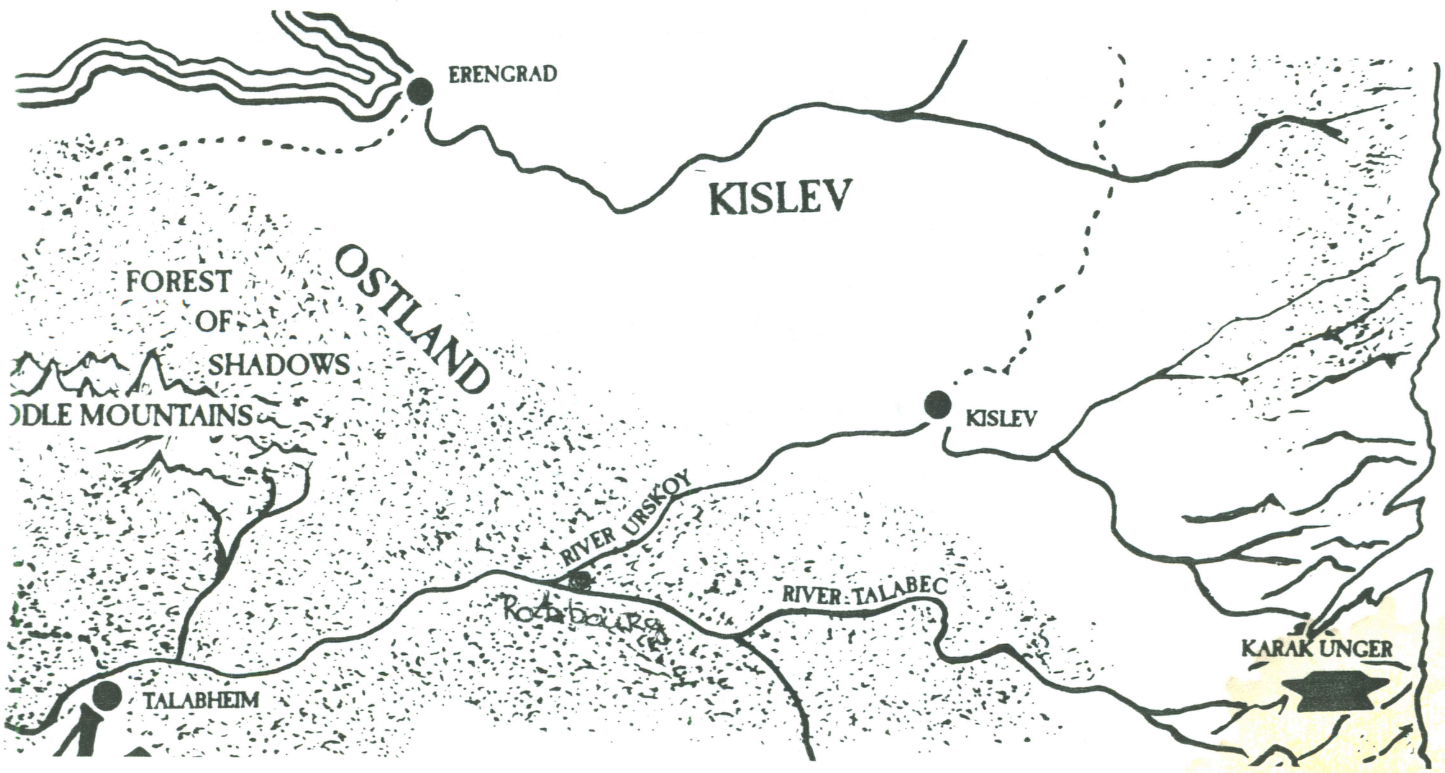
BEWARE A FINGER BEARING GIFTS

Rothbourg

by W. Gwaltney

I am currently putting togather a **Warhammer Fantasy Role Play** campaign, which I shall center around the town of Rothbourg. In this article, I will introduce the town, its surrounding environs, interesting adventures and any relavant nonplayer characters. This first installment will place Rothbourg on the campaign map and supply a historic introduction to the city and some of the surrounding environs. No notable NPCs or adventures will be included as the group that will get the first shot at them will read this journal, and that would dimish the campaign slightly.

Rothbourg is ideally located at the fork in the river where the Talabec and Urskoy Rivers join to become the Talabec River, see map inset below. This would place the city, as a safe haven, on the main rivers connecting Kislev and the dwarven city of Karak Unger with the Empire.



Adventurers would be drawn to the city as a base of operation. Kislev and the Chaos Waste are a short journey to the north, but if a little chaos bashing is all the party wants, the Forest of Shadows, which borders Rothbourg, is teaming with beastmen and other minioms of the vile chaos gods. The goblinoid haunted World's Edge Mountains are within striking range, since Karak Unger is only a short boat ride and a little overland excursion away. If gobo bashing that far east is not to your cup of tea, then try your luck in the Middle Mountains, which are just a hop, skip and a jump away through the chaos infested Forest of Shadows. If you think you don't have what it takes to battle it with fanatical chaos lunatics or the blood thirsty goblinoids, there is always the multitude of outlaws and brigand bands that hide-out in the woods waiting for unsuspecting passerbys and merchant caravans. Finally what would life be, if in the "safty" of the town would-be adventurers were not accosted by beggers, drunks, urchins or someone just looking for a fight ; harassed by the city guard ; or greedily watched by burglers, pick-pockets and other less repitable individuals. So for the well rounded adventurer, Rothbourg is the only place to set up shoppe.

Who wants to move to a new locale without a little historical background on the "neighborhood". Rothbourg bagan as the sleepy little village of Kleindorf. Not much would happen here. Once and awhile a chaos band would come through and kill almost everybody and burn the village to the ground for sport. The villagers, who were adept

at hiding, would emrge from the woods after the beasties had left and rebuild their village for the next raid. In the year 2270, the Kleindorfer's life was to change forever. Leopold von Roth, minor nolbe and adventurer, rode into Kleindorf on his way to some great adventure. Later that year, he came back and began building his new residence. After three years von Roth's castle was complete. It could not have been built at a better time. The following year a marauding chaos band emerged from the woods to prey upon their favorite feasting ground. Von Roth led his men out of the castle and crushed the war band yards from the village. As von Roth tamed the surrounding lands, merchants using the Talabec and Urskoy heard of this safe haven in the middle of treacherous trail between the Empire and Kislev and began using it as a stop-over in their travels. This was the peace before the storm. In the year 2300, a chaos wave move across the land like a plague of locust. Finally the horde was repulsed by many valiant actions. One such hero was Leopold von Roth. Magnus the Pious, reunifier of the Empire, invest von Roth and his heirs as the barons of the region surrounding their castle. This was when Kleindorf became Rothbourg, in honor of its leige and champion. In the year 2303, Leopold von Roth died and was morned by all of the citizens of Rothbourg. Leopold's only son Edward was invested as the baron. Since Leopold was a soldier and adventurer, he perfect leader for a time of war. Now that the wars were over, the charismatic Edward led the village into an era of expansion. In the year 2337, Edward died and turned a barony, larger, richer and wrought with problems, to his son Alexander. Alexander von Roth had a gift for bureaucracy, and created the system

used by the von Roth's used today. In the year 2377, Alexander took ill after holding the city from a seige by a number of Nurgle warbands. Before he died a year later, Alexnder had the construction of the sewage system and other programs to keep the town a cleaner place began. Alexander's two sons had been killed in the seige along with most of their children. Alexander's only surviving heir, he was busy boozing and womanizing in Altdorf during the seige, was the youngest son of Alexander's youngest son. So Otto von Roth returned to Rothbourg to become the baron. The bureaucracy began to fall apart as a whoring drunk oversaw a bunch of grafters. The justice system was the most abused of the bureaucracies. Finally in the year 2386, Otto von Roth had an untimely drinking accident. Fortunately his cousin Wulfgar was visiting at the time and he was named the fifth Baron of Rothbourg. A bloody war was fought between Wulfgar and the old supporters Otto. Otto's supporters claimed Wulfgar murder his cousin and usurped the barony from Otto's only legitimate heir, Klaus, who was three. Of course Wulfgar denied the murder and claimed that Klaus was the last of many illegitamate children of Otto and the marriage certificate was a forgery The civil war ended when Wulfgar was assasinated in 2401. Klaus was invested as the baron. Much to the surprise to the people who thought they could control the young baron, his first order of business was to execute those still living from Otto's bureaucracy and stabilize the peace by placing some of Wulfgar's supporters into key bureaucratic positions after a pldge of loyalty. Klaus died in the year 2454 and his son Albert became the new

baron. Albert was never any good at making decisions and on his death in 2460, he left the issue of succesion up to a contest. Albert's three sons went into the Forest of Shadows to preform a deed equal in greatness to their ancestor, Leopold. All three were killed in desperate conflicts against the chaos beast that inhabit the woods. With Albert's sons dead, the barony passed to the eldest son of Albert's dead brother, Rudolf. Rudolf was a capable although not spectacular leader. He passed the barony on to his son Hans in 2473. Hans followed in his father's foot steps as a capable but nonsectacular leader till 2489. In 2489 the current baron, Darwin von Roth, was invested as the tenth Baron Rothbourg.

secrets of vulcan poetry revealed

keith and deena
375 ruth street
athens, ga 30601

Welcome to Issue Zero of *Secrets.* Before I reveal any of the secrets of Vulcan Poetry, let me reveal some of the secrets of my life. I've been playing games for about ten years, starting with the ubiquituos D&D. Currently I mostly play Runequest and Champions, but I own and read many other games. My heroes do not include Jonny Cash or any of the *various* Shirley Maclanes, but they do include N. Robin Crosby, David Lynch, Richard Garriot and William the Marshal. I liked Batman, was violently ill at ST-V, and was aghast to learn that Comico had gone bankrupt. I am also rather active in the SCA, and rather inactive in general. In this issue, you will find 1. Stuff from Deena 2. Mailing Comments for Motive Issue Zero 3. A crude but effective computer program for generating RQ3 beasties 4. Amazing unpronouncable names. So, with very little further ado, The Secrets of Vulcan Poetry:

Vulcan Poetry has no secrets. All of the truths of Vulcan Poetry are painfuly obvious to anyone with the basic intestinal fortitude or sense of Machisimo (or mabye Masochisimo) to sit through one of Nimoy's horrid albumns. Now I realize that ex-Star Trek Actor Poetry Reading Bashing is a little out of style, but many of us were too young to realize exactly what was going on back in those halcyon days of yore, so I thought a little refresher course would be in line. On second thought, maybe this was a pretty bad idea after all. I'll probably change the title next issue. As long as I'm on the subject of Star Trek, has anyone else noticed how faithfully the new series has followed the formula of the old with regard to script quality i.e. one realy good show followed by one realy mediocre show followed by one real dog of a show ? (although, they would admitedly have to stoop pretty low to equal *The Lights of Zetar.*) I realize that that was a totaly un-game related comment and as such probably has no place in this particular zine, but what the hell, its mine, I'll talk about whatever I want to. I don't even much care if any of you are reading this, I'm mostly just trying to fill this last column, to be totaly honest.

As long as I have a few column inches left, I might as well talk about something pertinent, like games, to whit, computer games. I have no idea how many of you play computer games, although I know that those of you over at the Imperial Elvis Post definently do not, but if you do, here are a few title you might like to check out: Pool of Radiance/Azure Bonds. These first two AD&D games were pure nostalgic enjoyment for me. I haven't played AD&D in years, and haven't really missed it, but I loved these games. The stories were worthy of any well run real role playing game, and the execution was very faithful to the rules. The disk access on my C-128 was molasses-like as always, but I still had a blast with these two titles. I'll keep you posted on any other developments.

Mailing Comments

Due to my longtime relationship with the OE, I was able to get a gander at some of the issue zero submitions before I, myself, went to press. Here are my thoughts on some of the other zines in this issue, presented as what are commmonly called mailing comments, a typical part of most APAzines. (or so I am led to believe.)

Death to All Fanatics:

Very interesting first bit. I can see right off that those of you with Mac's are going to have a field day with this graphic/textual layout buisness. I tend to agree for the most part with the reviews, excepting that I like Megatraveller. I did not like the old rules for many of the same reasons you two seem to enjoy them, to whit, they were too unstructured. I like the task system, and would be willing to argue the advantages of the new combat system with you until I was blue in the face, except I know you would probably be only to happy to oblige me. RQ3 is my personal favorite fantasy system as well, and though there may be a better way to fantasy role play, I don't expect we'll see it any time soon. It would take a heap o' doin' to surpass RuneQuest. The Mech designs were interesting, but I am so far removed from that particular game right now that I must confess to a certain amount of confusion. How available is Star League technology?

Imperial Elvis Post:

See above concerning your layout. Very impressive all in all. Ad Absurdum et all was rather strange, do you lie awake at night running our Edge PC's through these little tortures, or did they come to you in a moment of devine/diabolic inspiration? Speaking of Trikster Gods, don't forget who it is that worships Eurmal the next time he has the runs for an entire cross-Prax epic. Space Gothic- it was about time the Glitterdeath you-know-whatsis reapeared, not to mention Marion and his/her/its famous pit. All we need now is the half-orc chick with the russian accent and we'll be good to go. I have a theory that all of those forgotten game ideas (remember the much discussed space hero campaign?) are going to be waiting for us in the afterlife, but I'm probably wrong. I don't even want to talk about were-wear or dead-wear.

Tale of the Monkey Man:

At last, a candid, in depth, detailed look at the mind of the most famous monkey man on Edge, from someone who should know. . Of course, to those outside of the Edge campaign, this can only produce a sense of bewilderment (and envy, I suspect) as they read the history of this singularly intriguing campaign. I supose we will be reading more than a few references to Edge in the pages of this APAzine, and the divergent viewpoints presented should ultimately prove quite interesting. As for Ball and Chain, I suspect that you could

put two JH champions villians in a stack of about 100 other bad guys and I think I could figure out which two were yours. This is not to say that they are unoriginal, but rather that they have that JH flavor which characterizes your other creations. Perhaps you would consider unleashing some of the other menaces which have plagued Ward Major in the past upon the unsuspecting readership of Motive?

The Game is A Foot:

Well, as you yourself put it, I will not attempt to "teach the teacher." I am glad that at least one of the contributors to this little effort has some experience in the wild-and-wooly world of APAzines, because we sure as hell need someone who has a vague idea of what, exactly, is going on. Feel free to offer any and all suggestions you may have as to "typical" APA behavior. For instance, is it normal to send in your submission on time? What sort of paper is best? Which photocopy place do you prefer? What's your favorite 100 movies? (I suspect I may know the answer to that one.)
I enjoyed seeing the mystery non-Burgundian's life story revealed in print, right there in full view of god and everybody. I was also grateful for a complete set of Nine-Man's-Morris rules, as Sir Richard has a very nice game board which we have wondered exactly how use on several occasions. (no sober occasions, though.)

The Blue View:

Egads, what a dangerous bunch of supernatural entities. I don't supose that an encounter with a Seraph is part of a typical evenings play, at least not a hostile encounter. How about some details on the other modifications to RQ that you use? As you probably know, RQ3 is a fairly popular FRPG in the Athens APA contributor gang, and I'll show you my rules mods if you'll show me yours. Ask Wayne about spell-hanging, mystic combat, and other Edge-specific rules.

Speaking of rules, if you love detail and realism, check out any of the Harm games or supplements (if you can find them.) N. Robin Crosby has created a remarkably detailed and realistic setting, heavily patterned on medieval England. The maps and floorplans are amazing, and the RPG rules are easily the most detailed (and complex) I have ever seen. It is not a system for those who favor "hard-and-fast" play over realistic action.

Next issue will contain a reprint of these comments, plus mailing comments for the other issue zero submissions. If you see something in *Motive* that you feel compelled to respond to, by all means, respond. Feedback and commentary are two of the things that all of us need to hear, and criticism, judiciously and carefuly given, is generaly of more benefit than simple praise. Just remember that everything you submit is right there in print for all to see, read and file away in a little filing cabinet for future blackmail/character witness purposes.

Monstermaker

What follows is a listing of an *AmigaBasic* program I wrote to generate creature statistics for *RuneQuest*™. While I'm sure that any of you who are familiar with computers and/or programing will be quik to see the program's many faults, it gets the job done well enough.

Some explaination will make all of this more useful. In order to change the critters around to fit your own campaign, change the figures in the data lines. For instance

```
DATA 2,6,3,3,6,0,1,6,6,2,6,3,2,6,0,3,6,3,2,6,0
```

in this line of data, a trollkin, each set of three numbers represents one of the creatures stats, in order:

STR,CON,SIZ,INT,POW,DEX,APP

so the first 3 digits in the data statement- 2,6,3 represent the trollkin's strength of 2d6+3. Therefore 3,6,0 equals 3d6+0 or simply 3d6, and 1,6,12 equals 1d6+12 (!). Therefore it should be a simple matter to insert the values for any critter you want. Note, however, that this program was designed for humanoid monsters.

Changing weapon types is also easy

```
DATA SPEAR,2,1D8+1,10,SLING,1/SR,1D8,0,TARGET,3,1D6,12
```

On this line are the trollkins' weapons, chosen by me as being representative of the trollkin in my campaign. To change them to something else, simply change the name, provide the appropriate SR mod, damage and armor points.

The last data line is the armor mods, a number which is multiplied by the creatures level as chosen by the program user to arrive at the monsters AP of protection. This is a rather simplistic method, but it works well enough. To make your monsters more or less protected, simply increase or decrease the numbers. Each number is for one monster only, in the order they appear on the screen when the program is run. Also, the creatures final AP of protection is multiplied by three and deducted from the Fatigue stat shown. Another five points are deducted for weapons. Thus it is possible to begin with a negative fatigue value if a great deal of armor is worn by a beastie with a low STR and CON.

If any of you find this useful in you RQ3 games let me know, and if there is sufficient interest I will list an update in an issue of Motive, just as soon as I write one. If you do not play RQ3 then ABANDON whatever paltry excuse for a Fantsy

RPG you currently have deluded yourself into thinking you actualy enjoy and start playing RQ3 (unless by some chance you happen to play Harnmaster, in which case you earn the yearly prize for playing the most baroque, obscure and complex, but excellent, game system yet devised).

AmigaBasic does not use line numbers, you can insert them if needed. All of the statements used should be compatible with other versions of Basic, if not, then I guess you will have to go buy an Amiga. (or do a little work of your own and convert the program over to whatever machine you use.)

```
RANDOMIZE TIMER
FOR Q=1 TO 10:FOR W=1 TO 7:FOR E=1 TO 3
READ R(Q,W,E)
NEXT:NEXT:NEXT
FOR Q=1 TO 10:READ M$(Q):NEXT
FOR ST=1 TO 7:READ S$(ST):NEXT
FOR C=1 TO 7:READ CH$(C):NEXT
FOR Q=1 TO 10:FOR T=1 TO 3:FOR A=1 TO 4
READ W$(Q,T,A)
NEXT:NEXT:NEXT
FOR BP=1 TO 7:READ BP$(BP):NEXT
FOR AP=1 TO 10:READ AM(AP):NEXT

Monsters:

PRINT:PRINT "PICK MONSTER TYPE"
FOR Q=1 TO 10:PRINT Q;M$(Q):NEXT
INPUT MON
PRINT "NUMBER TO PRINT":INPUT Z


Level:

PRINT "ENTER LEVEL":INPUT L:IF L<1 THEN GOTO Level

Factory:

FOR X=1 TO Z:GOSUB Percentages
FOR STAT=1 TO 7
FOR NUM=1 TO R(MON,STAT,1)
VA(STAT,NUM)=(INT(RND*R(MON,STAT,2))+1)
NEXT
FOR NUM=1 TO R(MON,STAT,1):V(STAT)=V(STAT)+VA(STAT,NUM)
NEXT
V(STAT)=V(STAT)+R(MON,STAT,3)
NEXT
GOSUB Characteristics:GOSUB Modifiers
```

```
Paperwork:


LPRINT:LPRINT M$(MON);X
FOR P=1  TO 7:LPRINT
S$(P)":"V(P),CH$(P);CHAR(P),BP$(P),AP"/"HP(P)
NEXT
LPRINT:LPRINT:SR=VAL(W$(MON,1,2))+CHAR(4)+CHAR(5)
SSR=VAL(W$(MON,3,2))+CHAR(4)+CHAR(5)
FOR MS=1 TO 3:ATT(MS)=ATT(MS)+AM:P(MS)=P(MS)+PM
NEXT
LPRINT "WEAPON","SR","ATTACK","DAMAGE","PARRY","AP"
LPRINT W$(MON,1,1),SR,ATT(1),W$(MON,1,3);CH$(6),P(1),W$(MON,1,4)
LPRINT W$(MON,2,1),W$(MON,2,2),ATT(2),W$(MON,2,3),P(2),W$(MON,2,4)
LPRINT W$(MON,3,1),SR,ATT(3),W$(MON,3,3);CH$(6),P(3),W$(MON,3,4)
FOR C=1 TO 7:V(C)=0:NEXT:NEXT
GOTO Monsters

Characteristics:

CHAR(1)=INT((V(2)+V(3))/2)
CHAR(2)=V(1)+V(2)
CHAR(3)=V(5)
IF V(3)>1 THEN CHAR(4)=3:IF V(3)>9 THEN CHAR(4)=2
IF V(3)>15 THEN CHAR(4)=1:IF V(3)>19 THEN CHAR(4)=0
IF V(6)>1 THEN CHAR(5)=4:IF V(6)>9 THEN CHAR(5)=3
IF V(6)>15 THEN CHAR(5)=2:IF V(6)>19 THEN CHAR(5)=1
DM=V(1)+V(3):IF DM>1 THEN CH$(6)="-1D4"
IF DM>12 THEN CH$(6)=" ":IF DM>24 THEN CH$(6)="+1D4"
IF DM>32 THEN CH$(6)="+1D6"
HP(1)=INT(CHAR(1)/3):HP(2)=HP(1):HP(3)=HP(1):HP(7)=HP(1)
HP(4)=INT(CHAR(1)*.4):HP(5)=INT(CHAR(1)/4):HP(6)=HP(5)
AP=INT(AM(MON)*L):IF AP>9 THEN AP=9
ENC=(AP*3)+5:CHAR(2)=CHAR(2)-ENC
CHAR(7)=3
RETURN

Percentages:

ATT(1)=INT(L*10):P(1)=INT(L*7.5)
ATT(2)=INT(L*7.5):P(2)=INT(L*3)
ATT(3)=INT(L*3):P(3)=INT(L*10)
RETURN

Modifiers:

AM=INT(((V(1)-10)/2)+V(4)+V(6)-20)
PM=INT(((V(1)-10)/2)+V(6)-((V(3)-10)/2)-10)
RETURN

Information:

DATA 2,6,6,1,6,12,1,6,12,2,6,6,3,6,0,3,6,0,2,6,0
DATA 2,6,1,2,6,6,1,6,2,2,6,6,3,6,0,2,6,6,2,6,0
```

```
DATA 4,6,0,1,6,12,2,6,0,2,6,6,3,6,0,3,6,0,3,6,0
DATA 2,6,2,3,6,0,2,4,4,3,6,6,2,6,6,3,6,3,3,6,0
DATA 2,6,12,2,6,6,2,6,6,2,6,6,2,6,6,3,6,0,3,6,3
DATA 3,6,6,3,6,0,3,6,8,2,6,6,3,6,0,3,6,0,3,6,0
DATA 2,6,3,3,6,0,1,6,6,2,6,3,2,6,0,3,6,3,2,6,0
DATA 3,6,0,3,6,0,2,6,6,2,6,6,3,6,0,3,6,0,3,6,0
DATA 3,6,0,3,6,0,2,6,6,2,6,6,3,6,0,3,6,0,3,6,0
DATA 3,6,0,3,6,0,2,6,6,2,6,6,3,6,0,3,6,0,3,6,0
DATA BROO,DUCK,DWARF,ELF,OGRE
DATA DARK TROLL,TROLLKIN,LUNAR TROOPER,BARBARIAN,NOMAD
DATA STR,CON,SIZ,INT,POW,DEX,APP
DATA HITS,FATIGUE,MAGIC,SIZ SR,DEX SR," ",MOVE
DATA CLUB,2,1D10,10,JAVELIN,1/SR,1D8,6,TARGET,3,1D6,12
DATA SHORTSWORD,2,1D6+1,10,SLING,1/SR,1D8,0,BUCKLER,3,1D4,10
DATA AXE,2,1D8+2,10,CROSSBOW,1/3MR,2D4+2,8,BUCKLER,3,1D4,10
DATA SPEAR,2,1D8+1,10,ELFBOW,1/SR,1D8+1,10,BUCKER,3,1D4,10
DATA BROADSWORD,2,1D8+1,12,LONGBOW,1/SR,1D8+1,6,TARGET,3,1D6,12
DATA MAUL,1,2D8,16,SLING,1/SR,1D8,0,LARGE SHIELD,3,1D6,16
DATA SPEAR,2,1D8+1,10,SLING,1/SR,1D8,0,TARGET,3,1D6,12
DATA SCIMITAR,2,1D6+2,10,SELF BOW,1/SR,1D6+1,6,TARGET,3,1D6,12
DATA BROADSWORD,2,1D8+1,12,SELFBOW,1/SR,1D6+1,6,TARGET,3,1D6,12
DATA SPEAR,2,1D8+1,10,SELFBOW,1/SR,1D6+1,6,TARGET,3,1D6,12
DATA R LEG,L LEG,ABDOMEN,CHEST,R ARM,L ARM,HEAD
DATA .75,.3,1.25,.6,1,1,.25,1.25,.75,.5
```

A GAMEMASTER'S GUIDE TO NOMENCLATURE

Gamemasters, don't you just get livid when your players want to know the name of every bypasser on the street? Isn't it important to the flavor of a setting to have interesting and appropriate names? Am I desperately trying to think of items for my section of Secrets of Vulcan Poetry Revealed? Well, the answer to all of the above should be a vivacious and slurpy

YES!!

In lieu of these wants, **NOMENCLATURE** will be a regular feature. Every issue, I'll be offering to you a sample of names in a handy list format that you can use during play when those formerly insignificant NPC's become important. This issue:

CELTS BY ANY OTHER SPELLING STILL REMAIN UNPRONOUNCEABLE

(Use your own discretion regarding gender)

Aebh	Cethlenn	Glora
Aed	Conn	Goidel
Aedh	Coel	Grainne
Aeife	Cordeilla	Greid
Aerfon	Cymri	Gwawl
Ailbhe	Dalan	Gweir
Ailill	Danu	Gwyn
Ailinn	Deirdre	Iddawc
Arran	Eigen	Indech

Ainle
Airmid
Amergin
Aneurin
Aoife
Aranon
Ardan
Becuma
Bedwyr
Blathnat
Boann
Brennus
Briarius
Brianna
Cairpre
Caolitie
Caradoc
Eber
Ederyn
Elathan
Elayne
Emer
Eochaid
Erin
Etal Ambuel
Fiach
Findabair
Forgall
Fotla
Ganhra
Gaiar
Gavida
Geraint
Gildas
Iona
Iseult
Karatia
Kicva
Lleu
Lludd
Niamh
Olwen
Onagh
Rhiannon
Rhys
Tara
Taran
Tegla
Tethra
Tuirenn
Uaren Garad
Tyrian

NEXT: Those horned Vikings and some sushi connoisseurs (depending on my energy level)

-

DEVELOPING AN HISTORICAL TIMELINE FOR CHAMPIIONS

One of the more enjoyable bits of busywork that you Champions gamemasters can participate in (of course, players should help too) is the development of a campaign timeline. This is fun--so you didn't want some important figure to die (or live)? Create an intelligent way for him to have been saved--maybe by the forerunners of the heroes in your campaign. You want some interesting piece of gadgetry to be the status quo in a society? Have an note or two on how it was invented and marketed over a period of time.

Timelines help establish how your specific campaign fits into a world's history. This may be an Earth only slightly different from our own. Or it could be a radically altered reality. In any case, a sense of history often gives people a means of comfort in helping them understand their *own* place (or so they say in graduate school).

I'm going to refer to three specific examples here to make the above pseudo-intellectual comments more meaningful. Some of the names, stories, and campaigns I'll be mentioning are the work of other people, such as Aaron Allston (listen, I'd make him a *very* nice dinner if he'd just come up to Georgia from Texas and talk to me sometime) and the Wild Cards creative team. I just wanted to mention that fact to give credit where necessary and in order not to impinge on their copyrights. First, though, I'd like talk about the campaign I've been

playing in since (roughly) 1985.

We (meaning the creators of this mag, plus Wayne Peacock and Paul Patino) began in much the same way Aaron Allston's *Strike Force* team did: by simply making up some characters and sending them off on an adventure. Later, we decided that these folks worked for a private research company in the Triangle District of North Carolina. Our first timeline dealt almost exclusively with the history of the firm and the origins of the first known superhero and his arch-nemesis, including a few significant world events as a backdrop. More and more timelines followed, with details about the character's own origins. Early in 1989, we drew up a timeline with the aid of a few history texts. Starting in 1907, and giving a year by year summary, we brought the timeline up to the present. What did we include? For starters, there was the incident of the Tunguska blast in the Soviet Union. The blast later turned out to be the reason for most superheroes having powers--it was really a bomb containg a sub-atomic virus, expoded by an alien race so that "gladiators" could be created for them to fight at some later date. We used this sub-atomic virus idea in lieu of the generic "mutation" scheme. Wayne Peacock also wrote in some good material on the very first hero group, Pentacle, who were active at the start of WWII. This group helped set many legal precedents for superheroes which still exist in the current campaign. We tried to mention names of heroes and villains from published supplements that had appeared in the campaign as well. Notes were made on what the heroic community at large was doing during certain climactic moments in history since 1907--the wars, the McCarthy era, the 1960's etc. All of this helped to add a unique flavor to the Ward Major setting.

It seems to me that Allston's excellent campaign chose to concentrate more on the current world than its past. The *Strike Force* supplement is rich with material on the superheroes' counterparts in other parts of the world, and on many other "organizations" that the team interacts with. While Allston mentions the past briefly in discussions of the Reapers, Overlord, and the Blood, his strongest focus is on setting precedents and creativity in the present of the campaign setting. This, of course, is another good option for gamemasters.

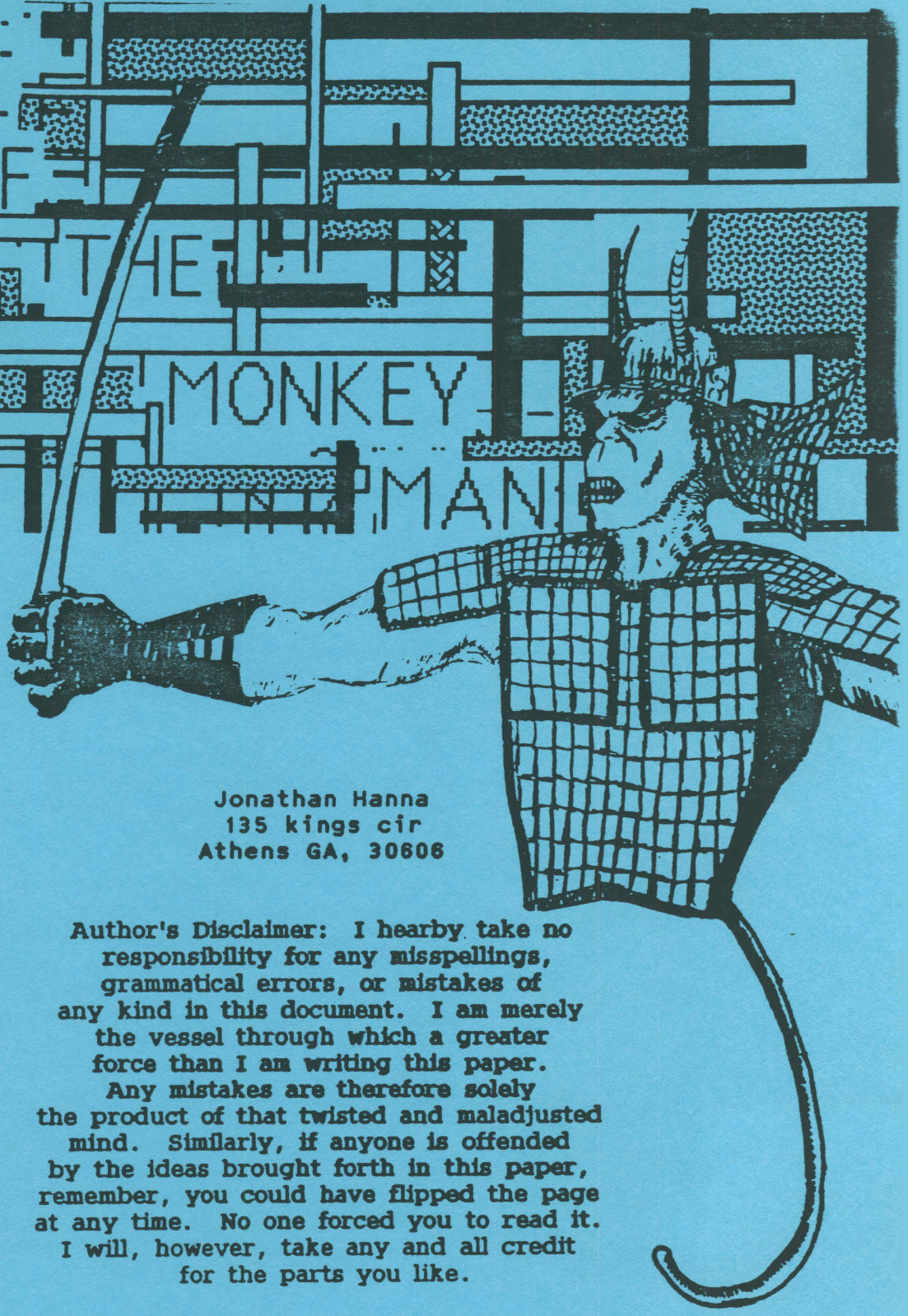
The six (to date) Wild Cards books are probably the ultimate in creative timelines. These writers have made some dramatic (both terrifying and delightful) changes in the world's history since 1946. Noted historical figures lived when they should have died, or changed their perspectives on life, or caused irreparable amounts of damage rather than fading away. The point is, the detailing of a changed past gives the current characters a frame of reference to fall back on. This helps contribute to the high quality of the stories.

Listen, you may just enjoy playing Champions on an

occasional, hero fights villain basis. That's OK: you should play games on a scale that you and your players both enjoy. But if you think about starting a campaign, give the timeline a try. You really shouldn't try to come up with one all at once; a brief overview will probably suffice. Add to it as you go along--this is half the fun. And with your history in place--offering possible ideas for nouvelle characterizations or even adventure ideas, your campaign will hopefully acquire a more unique and logical flavor (aha--this *is* Vulcan secrets revealed . . .)

Well, that about wraps it up. Until next time, live long and don't listen to any horrible record albumns made by former members of the cast of everyone's favorite Science Fiction TV series that ran from September 8, 1966 to September 2, 1969 on NBC and widely in sindication thereafter.

TAIL OF THE MONKEY MAN



Jonathan Hanna
135 kings cir
Athens GA, 30606

Author's Disclaimer: I hearby take no responsibility for any misspellings, grammatical errors, or mistakes of any kind in this document. I am merely the vessel through which a greater force than I am writing this paper. Any mistakes are therefore solely the product of that twisted and maladjusted mind. Similarly, if anyone is offended by the ideas brought forth in this paper, remember, you could have flipped the page at any time. No one forced you to read it. I will, however, take any and all credit for the parts you like.

Issue Zero includes:

1. Those masters of mayhem, Ball & Chain
2. Real art from a real person
3. A view on life from one who's hairy
4. Other stuff

JON'S PAGE O' VILLAINY

CHARACTERS FOR CHAMPIONS

BALL & CHAIN

BACKGROUND: Joe "Crusher" Kelly, and Willie "Spitshine" Duggan were two bit hoods from Kansas city who were in and out of jail from the time they reached puberty. After being convicted of armed robbery, the two were looking at a long stretch in the slammer. They were sent to the Kansas city jail to wait until space became available at the state pen.

After waiting for a month, the city decided to get some work out of them and sent them to work on the chain gang. On their first day Crusher and Spitshine were on the team assigned to clean up a stretch of road leading to the Missouri State Nuclear Power plant. Unbeknownst to the owners, the nuclear power plant had been built on a sight which a number of companies had been using as a dump ground for hazardous chemical waste. A pool of this chemical goo had formed in an abandoned well which had been boarded over fifty years previously. Ever since the plant had been in operation, this chemical pit had been acting as a sponge, absorbing all the excess low-level radiation put out by the plant. After several years, this radioactive-chemical mixture had become quite potent.

Crusher and Spitshine were told to take a break, so they dragged the ball and chain which connected them to what they thought was a natural little hill to sit on. What they actually sat on was the cover to the old well which had been grown over by weeds. The old cover could not support the weight of the two men, and they, along with the ball and chain fell down into the well. They were both knocked unconscious by the fall, and lay soaking in the chemical bath for a few hours. The guards took that long to discover what had happened and to figure out how to get them out.

The two men woke up while a guard was lowering a rope to them. They felt strange, and when Crusher tried to pick up the ball, he noticed that it was glowing. He picked it up with ease, and realized that he had somehow gotten incredibly strong. He and Spitshine, realizing that they were now more than mere normal hoods, climbed out of the well and easily over powered their guards to escape. They became Ball and Chain and have since committed many successful crimes against society.

QUOTE: Ball, "I'm gonna hit ya till ya die! And then I'm gonna hurt ya real bad!"
Chain, "yeah!"

PERSONALITY: Think of every two-bit goon you've ever seen in a bad gangster movie, and then give them super powers. Marvel personality equivalents would be the Wrecker or the Absorbing Man.

POWERS AND TACTICS: Ball and chain like to simply beat an opponent until they beg for mercy. The glow around Ball's ball weakens objects on touch, giving it an armor piercing effect. Other than that he is simply strong and tough. Chain's chain has the ability to shoot out

like a lasso. It actually creates new links at Chain's command. He whips the chain at people, wraps them up in it, and then commands the chain to break at a specific point, thus giving him a strong entangle. He can also command the chain to streak out and hit somebody and then retract, giving him an energy blast. Ball and Chain also have a mental link to each other. They can communicate with out actually talking.

DRIVING FORCE: The main thing that Ball and Chain want is to gain access to money. They will usually just break into a bank, or something, and steal, or at least try to steal, it. They also enjoy hiring themselves out as muscle to more world conquering type villains.

APPEARANCE: Ball is the larger of the two men, standing 6'3" tall and weighing 230 lbs. He usually wears a pair of blue trousers with no shirt. Chain is 6' tall and 180 lbs. He had an orange body suit made which he finds appealing.

BALL

VAL	CHAR	COST	100+	DISADVANTAGES
40	STR	30	10	2D6 Unluck
20	DEX	30	15	Hunted: By police
25	CON	30	20	Psych Lim: Likes to fight
15	BODY	10		
7	INT	-3	10	Vulnerable: X1/2 STUN from radiation attacks
10	EGO	0		
20	PRE	10	20	Berserk: When Chain's life in danger, 11-, 11-
10	COM	0		
20	PD	12	107	Villian Bonus
20	ED	12		
5	SPD	20		
13	REC	0		
50	END	0		
60	STUN	12		

COST	POWERS	END
27	Double AP on STR (-1/2) OIF The Ball cannot be pried from grasp	4
7	2" Stretching (-1/2) Strikes only	1
10	1/2 END on STR	2
12	+6" Running = 12" total	2
20	1/2 Damage Reduction PD	
10	1/4 Damage Reduction ED	
10	Damage Resistance: 10 PD, 10 ED	
5	Mind Link with Chain	
	SKILLS AND TALENTS	
2	KS: Prison 11-	
3	PS: Persuation 13-	
10	+2 HTH Combat Levels	

OCV: 7; DCV: 7; ECV: 3; Phases: 3,5,8,10,12

COSTS:	Char		Powers		Total		Disadv.		Base
	166	+	116	=	282	+	182	+	100

CHAIN

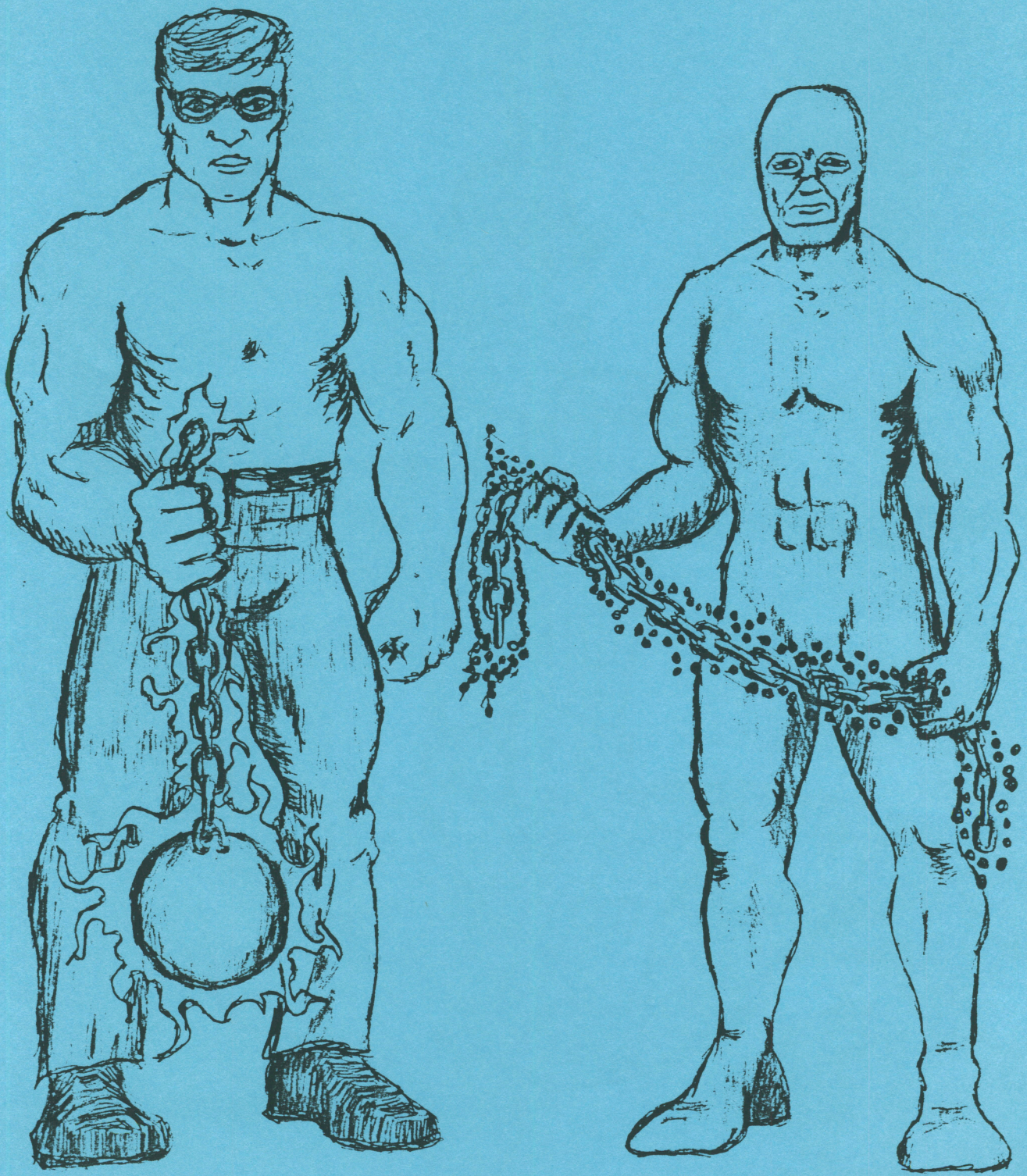
VAL	CHAR	COST	100+	DISADVANTAGES
30	STR	20	10	2D6 Unluck
21	DEX	33	20	Hunted: By police
20	CON	20	15	Psych Lim: Hates egoists
10	BODY	0	30	Vulnerable: X2 STUN from
7	INT	-3		electrical attacks
15	EGO	10	113	Villian Bonus
15	PRE	5		
10	COM	0		
20	PD	14		
20	ED	16		
5	SPD	19		
10	REC	0		
50	END	5		
50	STUN	15		

COST	POWERS	END
63	Multipower (94 point reserve)(-1/2) OIF Chain	
5 u	8D6 Entangle, DEF 8	8
5 u	12D6 Energy Blast PD,.1/2 END	3
6 u	50 STR TK, 1/2 END	2
10	1/4 Damage Reduction PD	
10	1/4 Damage Reduction ED	
10	Damage Resistance: 10 PD, 10 ED	
16	+8" Running = 14" total	3
5	Mind Link with Ball	
	SKILLS AND TALENTS	
2	KS: Prison 11-	
2	KS: Petty Thievery 11-	
10	+2 ranged Combat Levels	

OCV: 7; DCV: 7; ECV: 5; phases: 3,5,8,10,12

COSTS:	Char	Powers		Total	Disadv.		Base
	154	134	=	288	+ 188	+	100

PARTING THOUGHTS: Ball and Chain are the perfect villians for when you don't have time to think of a real scenario. Just throw them at your heroes and watch the fun begin. They really wont do too well against more than two or three competant heroes who know what their doing, at least they never did when I was running them.



BALL AND CHAIN

Sersus the Monkey man
Performs the Stunning
"Leap of the bloody swords"
For Two incredulous onlookers
on the world of Edge,
Wayne Peacock's game
Setting for Rune Quest III.

LIFE IS BESTIAL, AND SO AM I

Thoughts by Sersus, The Monkey Warrior

INTRODUCTION

You may be wondering why a goblin/human/monkey decided to put his thoughts down on paper. Well, I really can't tell you. It just seems to me that there needs to be something written about life, death, women, religion, killing, drinking, wandering, having limbs lopped off, being disemboweled by your friends, headless human riding beasts, orgies with zombies, and some wierd stuff too. You may ask, "Who the Law are you to write about such highly important things?" Well, I'm the guy who's been there, along with some stalwart, and sometimes not so stalwart, companions. So read on, pal, and learn about life from one who's lived it.

I wasn't always blessed with the body of a monkey, I must confess. I was born in the north country to a clan of dog trainers. This was the kind of life that most men only dream of...Early to rise, train dogs, drink, get sick as the dogs we lorded over, pass out. I wasn't an ordinary northern dog trainer, thank Shalmain, cause my dad was a goblin who had passed through town one night with a bottle of booze and a hard on. This made me special from the day that I was born. So special in fact that I got the honored job of kennel cleaning at the early age of four. By the time I'd reached 17 I'd scooped enough dog shit to fertilize the sunken lands.

Realizing that my destiny with greatness was eluding me, I decided to go join a fighting school. Of course I chose the Monkey School, the only school for real men. I also officially joined the temple of Shalmain, god of greatness and destiny. It was through Shalmain that I learned the true purpose and meaning of life, but I'll discuss that at another time. For me, these years of training and religious sevitude had profound effect. I strove to become the greatest monkey warrior, as well as the most fervent Shalmain worshipper around. I'm still striving today, and to my thinking, I still have much learning and worshipping to go through before I achieve my goal.

After my training years, I set out on my own to travel across this world and see what I could. I met many interesting and sick people. I also met some companions who saved my butt on more than a few occasions. Let me just say that drinking, sleeping around, and the killing of foul evil is much more satisfying with a group of chums. I traveled from one end of Edge to the other, and then back again, stopping at many strange places, like Wol, city of rotting, moldering, degenerates. Why is it that some people get off by chopping their limbs off? Don't ask me. All I know is, if one of those white skinned, puke faced, toe-jam breathed Y'lenfuckers of Marlod come around me again, I'm gonna to show them some religious ferver that'll make their non-existant balls fall off. Those dick heads tried to keep me from doing my god appointed duties. Well, the next time a monkey man takes a crap on their altar, they're gonna show some respect. Anyway, lets just say that I've seen some shit that would turn most men into crazed, blubbering idiots. As a matter of fact I've been

Me in my
Pre-monkey body
Hermaphrodite Ylen
Versus bids a
Fond Farewell to
one unprepared
for the rigorous
"Baptism of Shalmair"

turned into a crazed blubbering idiot on occasion, and sometimes it wasn't even by my own choice.

This brings us to today. I'm older, nearly 30, wiser, and damn near more determined to find the ultimate expression of my faith in Shalmain than ever before. But for now I'm gonna sit in this bed, waiting for Maggot Wife to wake up, and enlighten you people on the real important things in life.

RELIGION

I thought that I would start off my musings by talking about religion. Religions are great, or at least mine is. For those of you who don't know, religions are those groups of people who devote their lives and moneys to one diety or another in order to better their usually boring and not so satisfying lives. Through the worship of a diety, one can usually have their whole lives planned out for them, at least generally. For instance, if one worships Din, the god of war, one can usually expect to be in or around a war like setting. If one worships Atavin, the god of Law, one can expect to be a boring, tight wad son of a bitch who prays for the end of all existence. All gods, and therefore all religions, have their little quirks.

My god of worship is Shalmain. Let me quote to you the write up on him from an old and dusty tomb I came across in my wanderings, "SHALMAIN - The god of rogues, troubadours, merchants and gamblers. He is always dressed in brown and covered with the dust of travel. Shalmain has no organized religion, but a very large cult organization." This description of Shalmain is very brief, and really only just scratches the surface of what a great diety he is. Shalmain, as it says, is always on the move. He goes from place to place spreading happiness and good cheer, much good cheer I might add. Everyone who worships Shalmain goes about it in just about the same way. That is to try to find the perfect state of mind for inner contemplation. I find that smoking sorcerer's brain is just about perfect for this task. If you don't have that, try the ashes of your barkeep's dead uncle mixed into your bucket of home brew. It sounds funny I know, but uncle Tom does pack a wallop. Unfortunately this form of worship is usually only appreciated by Shalmain worshippers, not the stiff necks of most other religions. The other accepted way of attaining inner peace is to relieve your body of all its built up tension. As we all know, the only way of effectively doing that is to get laid. To this end, Shalmain worshippers are constantly trying to relieve their tensions upon the opposite sex. Ladies, when someone tells you that sex with Sersus is a religious experience, believe it! I don't think its boasting to say that I've successfully worshipped Shalmain in most populated areas on Edge. But, alas, I've still got a long way to go to achieve total inner harmony.

Most of you probably don't have what it takes to be a Shalmain worshipper, so I'll tell you about some other religious options. If you're a basically low life evil son of a bitch who enjoys torturing old ladies and keeping dead things around, have I got the god for you. Marlod. He's a gutter-sniffing, turd-chomping, sorry excuse for godhood, but he's just what you're looking for. He's Lawful too. I've told you folks about a previous run in with the Marlod temple, and I

can say from first hand experience that none of those fellas have problems that either a mouthful of chaos goop or a sharp stake up their ass won't fix. Anyway, if you're looking to join up with them just head down to Wol, but don't let me see you or I might just get peeved.

A goddess that I have a lot of respect for is Sharin, goddess of motherhood. Talk about a worthy goal to dedicate your life to. I myself have children, seven that I know of, and I think that parenthood is all right. Granted I probably wont see much of my kids until they're grown, but I think that'll just make them better adjusted human beings, or goblins as the case may be. I've met a few worshippers of Sharin in my day, and they're always polite and ready with a mug of milk.

For you high-brows out there, Tirian is the one. As a worshiper of the god of knowledge, you would have the ability to talk as if you know what you're saying, even when you don't know what the fuck you're talking about. I once heard a priest of Tirian give a speech on The Without Gods Time. What he said was complete ylen shit, but Law he sounded eloquent. I don't mean to sound like I'm down on Tirian. They're alright. One word of warning, don't hang around a priest of Tirian when he's trying to figure out what Atavin is doing.

Din, as previously mentioned is the god of war. Worshipers of Din tend to grunt alot. Killing is a thing to be enjoyed by Din followers. I personally think of killing as a necessary part of life that has to be done every now and then. For Din worshipers it is a way of life. I've had the good fortune of traveling with Din followers, and I must say that they are handy to have around. Of all the other religious groups, Din comes the closest to being able to withstand the trial of Shalmain, although even they fall short.

All of the varying races have their dieties which they consider way cool. I can say that most of these gods are pretty much the equivalent of their races in terms of godhood. For instance, a goblin god is probably not going to be the most refined of gods. An elf god is going to be a dick. A dwarvish god is not around. As you can see, these race gods are pretty much defined by the race which worships them.

There are various other gods that are worth paying attention to, but most of them are bums. Find the one that suits your personality and go for it, but remember, in order to be accepted in the temple of Marlod you have to withstand a night of passion with the jiggling corpse of a 100 year dead prostitute who had a thing for whipped cream and bondage.

Next: Women

TRANSDIMENSIONAL BLUES

by Scott McMillan

INTRODUCTION; TRANSDIMENSIONAL BLUES is a roleplaying-game that was concieved of in 1987. My first inspiration for it was the song "Future Legend" off of David Bowie's album, "Diamond Dogs". For those of you unfamiliar with it; it goes something like this;

"And ... in the death-as the last few corpses lay rotting on the slimy thoroughfare- the shutters lifted in inches in Temperence Building-high on Poacher's Hill and red mutant eyes gazed down on Hunger City-no more big wheels-fleas the size of rats sucked on rats the size of cats and ten thousand peoploids split into small tribes coveting the highest of the sterile skyscrapers like packs of dogs assaulting the glass fronts of Love Me Avenue-ripping and re-wrapping mink and shiny silver fox-now leg warmers-family badge of sapphire and cracked emerald-any day now-the year of the Diamond Dogs 'This ain't Rock 'n Roll-this is Genocide.' "

I'm sure Bowie knew what he meant when he wrote it, but it inspired my own vision of a post-apocalyptic world that no one else had dreamed of. And where to set a post-apocalyptic RPG but in Cleveland, Ohio. So began the game that was to be called "Cleveland". The background did quite a bit of mutation before the first game was ever played, and it has done quite a bit since those early days. Its present name (thanks Wayne!) is "Transdimensional Blues"

My main inspirations for the game as it has come to be are: the Cyberpunk literary genre, especially the works of William Gibson, John Shirley, and Bruce Sterling; The Psychotechnic League by Poul Anderson; many of the works of Ray Bradbury; A Boy and His Dog by Harlan Ellison; the Mad Max movies ; The Terminator; Max Headroom; Aliens; Outland; Blade Runner; 2000 AD Comics, especially Judge Dredd and The ABC Warriors; Howard the Duck by Steve Gerber(who?); Akira by Katsuhiro Otomo; Appleseed by Masamune Shirow; Grey by Yoshihasa Tagami; American Flagg by Howard Chaykin; Grimjack by John Ostrander and Tim Truman; Scout (not Scout: War-shaman. That sucked!) by Tim Truman; Nausicaa by Hayao Miyazaki; Strange Days , Freakwave, and Johnny Nemo by Peter Milligan, Brett Ewins, and Brendan Mc Carthy; The Dark Knight and Ronin by Frank Miller; and the graphic works of Richard Corben, Vaughn Bode, and Arthur Sydham. To these and many others; my appreciation.

My greatest appreciation goes out to those who have played in the game over the years and in the present; Jason Edwards, Ray Knapp, Walter and Jeff Gwathney, Lynda Rucker, and Wayne Peacock.

And now here's what it's all about.

THE SETTING; As previously mentioned, Transdimensional Blues is a RPG set in a post-apocalyptic future of our own world. But what kind of apocalypse you ask. In the setting, the world underwent a disastrous phenomenon where parts of our world warped out of existence to be replaced by other areas out of our own space/time reality. The game is set 100 years after this phenomenon. In the world of the future, the phenomenon is known only as "The Warps".

WHAT THE WARPS WERE; On March 23, 1999, the old world ended and the new world began. The beginning was heralded in an explosive bang as a 50 km wide section of hard vacuum warped into being in what was once Kansas, USA. At the same instant, the corresponding 50 km section of Kansas warped out being. To this day no scientist has satisfactorily explained the how or why of the warps. No one is sure where the alien regions that warped in came from. No one is sure were the native regions went.

Dr. David Wilson of Cornell University has worked up a model which expands on the theory of "wormholes" put foreword by the physicist John A. Wheeler. In Dr. Wilsons model, the

wormholes reach not only through superspace as Wheeler theorized, but through what Wilson like to call "supertime". "Supertime" is where the wormhole connect every part of time to every other part of time. Also, unlike previously thought , wormholes may expand in size. Although he has no physical reason for why it happened , Wilson believes that these wormholes; normally much too small to admit even an electron to pass through; fluctuated in size and reversed. The wormhole then contracted to its normal size and switched back. In this model, what was once somewhere else was now here; and what was once here was now somewhere else (In the case of the Kansas Warp, I like to visualize a ring of dirt, farmhouses, and flash-frozen corn and cows orbiting some gas-giant in an alternate universe.). From astronomical observation, it is evident that warps occured in other places in our solar system and probably throughout the whole universe.

Theories as to why aside, the effects of The Warps on our environment was devastating. Using the Kansas Warp as an example, the surrounding air rushed in to fill the warped-in vacuum. Thus the loud bang. Windstorms levelled most of the Mid-west. Weather patterns the world over were drastically affected. Now for the worst part. The Warp removed a large part of the earth's crust in the affected area. The weakened crust fractured and magma poured through, erupting in the largest volcanoe ever seen by man. When the eruption finally resided a months later, the slope of the volcanoe had a radius of 300 miles.

It is estimated that fifteen-hundred warps occured in a twenty-three hour period on the earth's surface. They range in size from 500 square mile to about a ten cubic-foot area. Many of The Warps caused similar effects, but the most alarming were the ones that brought their inhabitants with them.

THE WORLD SITUATION IN 2100;

GEOGRAPHICAL; One of the major changes wrought on the world as it existed before the warps was the introduction of alien geographical regions. Changes varied widely in type and area of effect. The Kansas Disaster is without a doubt the most drastic of these, but many others had a large impact on the environment also. For example, the introduction of the Reachers Mountains in the Midwest, roughly along the border of Ohio and Indiana change the weather patterns on both sides of the range. On the western side, precipitation increased considerably. On the eastern side, the decrease in rainfall has turned the once fertile Ohio farmlands into barren dustbowls. Only the introduction of water pipelines from the Great Lakes allows any agricultural production in western Ohio. The new mountains also cut of f the passage of the Ohio River. It was necessary for the Army Corp of Engineers to reroute the river twenty miles to preserve this important link to the Mississippi River. Cincinnati was carried off by the warp. The number of direct geographical changes caused by the warp are too numerous to be discussed in length in this section, so they will be left till a later time

The most single most drastic change brought about by the warp was caused indirectly. The large amount of volcanic activity was responsible for the impregnation of the upper atmosphere with ash, smoke and moisture. Ash from the eruptions themselves; smoke from the extensive burning they caused, and moisture from the steam caused by volcanic activity near or in water. This combination blocked out the sun, bringing on the theorized nuclear winter. After a year the smoke and ash had cleared, but the moisture remained. The presence of this moisture, combined with a loss of carbon-dioxide consuming plant -life in many areas, caused a green-house effect; trapping heat within the atmosphere and melting the polar ice-caps. At the present time, the melting has stopped and the rising oceans have levelled off at twenty feet above the former sea-level. A rise of twenty feet, however has been quite sufficient to cause major damage to most of the earth's coastal regions. Sizeable portions of Florida, Louisiana, and the Carolinas have been lost to the Atlantic. Boston, New York, and New Orleans have become much like Venice; canal-filled and collapsing. Miami and the major cities of the West-coast retreated from the oceans as they rose. Many of the Caribbean Islands are almost non-existent. In S. America, large sections of the eastern coastline have disappeared, along with most of the major cities. Perhaps the hardest hit area was Northern Europe. The Netherlands lost over fifty percent of its land to the encroaching waters. Finland has almost been entirely covered. In Asia China, Korea, South -east Asia, and Australia lost coastline and cities. By far the hardest hit were Japan, the Philippines, India, and Indonesia. In

Africa, Egypt and the Niger Delta were devastated. The floods displaced many populations and have caused crowding problems in the remaining urban areas.

There is no doubt that mankind itself has had a profound affect on the ecosystem. The last fifty years in many countries of the world have been a period of industrialization. The areas around most major cities are choked with air- and waterborne pollutants as well as being less oxygen rich due to the lack of vegetation around them. This surge in industrialization is in part due to the war economy that has been prevalent since The Warps. In the hundred years since The Warps, over seventy- five percent of the earth's populated areas have been the scene of some kind of military conflict. Another result of this trend toward war has been the increased use of chemical and biological weapons. This is due to the lack of an international moratorium on the subject, as well as advances in the fields of chemistry and bacteriological genetics. The United States used tailored plant viruses and defoliants extensively in the Panama Canal Conflict of 2076-2086. In the South African Revolution of 2072, the white regime used a viral form of sickle-cell anemia as a last resort. This "designer plague" spread through much of the African continent and even to the Mediterranean area. Mycotoxins were used extensively by the Chinese in their conquest of Southeast Asia.

THE USSR; Like many other regions with encompassing a large area, the former Soviet Union was fragmented and chaotic in the period after The Warps. Many of its territories fell into anarchy and rebellion. Even before The Warps, the Soviet Union had broken up into individual republics; the Baltic Federation is composed of Latvia, Lithuania, and Estonia. Lithuania seceded in 1990 and Latvia and Estonia followed in the mid- 90's. They remained independent of each other until the Soviet Civil War of 1997. With the out break of warfare they joined together in the form of a federated government for mutual protection. In the first decade of the next century, the Federation joined the European Community which greatly aided their reconstruction after The Warps. They remain on very poor terms with the Soviet Confederation. The Soviet Confederation consists of Russia, the Ukraine , and those sections of Siberia that could be reclaimed in the period after The Warps. It is the only true remainder of the old Soviet Union after the Soviet Civil War. It is still a very poor and unstable country. Much of its eastern regions are wild and untamed . Georgia, Armenia, and Azerbaijani are independent and mutually hostile republics. The Central Asian republics are independent and fiercely competitive. Many of their regions have reverted to their tribal heritage. Much of eastern Siberia was seized by the Peoples Republic of China while still part of the Soviet Confederation and remains part of it to this day.

ASIA; Asia has been dominated by the Chinese since the warps. A takeover by the military faction during the democratic reforms of the late nineties transformed China into an imperialistic state. After The Warps, China found itself in a position to become a major power in the new world. The first action was taken in support of the North Korean takeover of South Korea. The conquest of South-east Asia took up the next decade. The conquest ended at the border of India when that state threatened to use nuclear weapons to maintain their borders. The Chinese next turned to the eastern members of the Soviet Confederation. By this time China was the only remaining major power that supported a hard-line communist government. With the shattered state of the Soviet economy from the secessions of the nineties and the Soviet Civil War, the Confederation didn't stand a chance against the Chinese war-machine. Last minute support from the European Community stopped the Chinese and allowed the soviets to regain much of Siberia. The Chinese remained fairly static for two decades until a coup by Gen. Li Lung in the 30s. The new Party Chairman began gearing up for a push into Indonesia, at this time an ally of Japan. With the aid of a majority of the Australian Republics, the Japanese formed a mutual defense pact against the Chinese. The Chinese advance was stopped cold. The Chinese have since turned their military might to the unclaimed regions of North America across the Bering Strait. The initial thrust of their invasion in 2057 took Alaska, the Yukon, Alberta, and Saskatchewan. Bandit States in southern Alberta and Saskatchewan proved to be enough trouble that the Chinese were forced to make non-agression treaties with them. With the coming of winter, the advance ground down to a halt. The

front was drawn in northern Saskatchewan. The war has gone on for the last forty years with both sides advancing and retreating in turn. The United States joined the war in 2060 on Canada's side. After the warps, Japan was one of the most stable countries in the world. With the new military threat of the Chinese, and the removal of the US as a defender, it became necessary for the Japanese to build up their own forces. The Chinese were held off by the threat of nuclear weapons. With the Chinese invasion of Indonesia, Japan saw its chance to gain allies against them. They immediately began supplying the Indonesian forces with military aid. In 2036 the Japanese and Indonesian governments signed the Tokyo Accords, forging the Japanese Defense Pact. In 2038 the Australian Republics joined the Pact and the war against the Chinese. In 2057 the West-coast Military District seceded from the United States in favor of the JDP. This move alienated many Americans but the necessity of economic relations with the Japanese ha kept trade on good terms.
The Indian subcontinent is the frequent scene of border skirmishing between India and China as well as terrorist activity by Sikh separatists in the Punjab. India itself is a fragmented collection of bandit-kingdoms held together tenuously by the threat of the central governments military might.
Indonesia, Singapore, and Malaysia are very closely allied. Their isolation served them very well in the period of chaos immediately after the warps as did the economic strength gained in the latter part of the 1990's. Today Singapore is still a major economic center. Their position in the JDP guaranties their continued status as such.
New Guinea remains in the chaos it fell into after the warps. It is ruled by a collection of provisional governments, and petty pirate and bandit chieftains.
The Philippines were coerced into joining the Japanese Defense Pact through military and economic pressure in the 50's.

AUSTRALIA; Australia is a collection of loosely allied republics based around the larger cities of the coastal regions. The west and central regions are home to nomadic orcish tribes that overran the continent in the decades after the warp under the leadership of the great Maggblush Khan. The hordes of the Khan pushed the Australians back to the major cities, cutting them off from each other until the death of the Khan in 2021. At the Melbourne Conference the leaders of the individual cities could not come to any agreement but to dissolve the central government and establish the separate republics. In 2038 the Republics of Perth, Sydney, and Tasmania joined the Japanese Defence Pact. Conflict between the republics remains on a low level but so does any cooperation. This rivalry works to the benefit of the nomadic orc tribes of the west.

THE PACIFIC; In the rest of the Pacific, New Zealand remains fiercely independent. Hawaii and many of the Pacific Islands have come into the JDP over the last fifty years. They are very important bases for the Japanese mercantile fleets.

EUROPE; On the stable base of the European Community, Europe fared very well in the chaotic years after the warps. Shared medical knowledge kept the casualties of the multitude of plagues down to a minimum and with the strong economic base of unified Germany, technology advanced at an incredible rate. In the first decade of the 21st century, many of the shattered countries of eastern Europe gained member status in the Community. Germany was opposed to this, and the matter remained a sore point until its culmination with the decision by the members of the Community to give economic and military support to the Soviet Confederation. This decision, in 2017, forced the withdrawal of Germany from the Community. Competition in the economic sector between the Europeans; now led by France, and Germany grew incredibly fierce in the years to come. By the late forties, Germany was demanding traditionally disputed lands to be ceded to them. In 2061 the situation went beyond the diplomatic level to the military. France responded to Germany's invasion by nuking Bonn and the first line of German troops. The Germans; relying purely on conventional forces, were forced to withdraw. The military forces of Community member-states attacked on all of Germany's borders, seizing territory in the Rhineland and Saxony. A cease-fire and nonaggression treaty were signed in the following weeks. The Community and Germany remain bitter economic rivals to this day.

Germany is presently one of the strongest economic powers in the world today. Even with the war of forty years ago, it still has strong economic ties with the North Sea Community Members and Great Britain. German corporations represent one of the main supporters of the United States Industrial Zones.

The Community is dominated by France. Political rivalry is probably strongest with the Eastern European member-states, the weakest and poorest of the community. Europe's major weakness lies in its lack of a unified military.

Eastern Europe, even though a part of the Community, is still fairly wild and unstable. Bandit Kingdoms still hold out in the lands between Europe and the Soviet Confederation. The refusal of the Eastern Europeans to cooperate with the soviets keep the problems from being solved.

Great Britain has continued to spiral down in the economic area due to its firm, foolish refusal to join the European Community. Its situation after The Warps was far too stable for it to feel threatened enough. In times of unrest, the actions of the the Tory Party has kept any real dissent from developing. It was a part of the community for a time in the sixties, after the infamous Hangings of '59. The public had apparently had enough of the Tories high-handedness; but the poor shape of the economy pushed people back to the quick,harsh solutions of the right-wing. The Tory Party has held sway since the elections of 2070.

AFRICA; The major events in Africa concern the South-African Revolution of 2072. The revolution came as no surprise to anyone as many white south Africans had begun immigrating to S. America, the United States, and Europe in the two decades before it occured. Unfortunately, the new government could not even begin to rule before a split in the African National Congress flared into civil war. The western part of the country is held by the communist conservative branch, supported by Angola, Namibia, and China. The eastern part is held by the moderate branch, supported by Botswana and Zimbabwe.

Many of the the central-western African countries have undergone an economic boom with the construction of mass-driver facilities by the European Space Agency. Many of the workers in the Orbital Archipelego are from these countries.

Western, Eastern , and South-central Africa are politically fragmented due to the plagues and high number of aliens that came to the continent in The Warps. The stronger governments were able to drive many of the aliens into the less well inhabited areas. The inhabitants of these areas are constantly being preyed on by alien marauders who now know no other way of life.

North-western Africa was devastated by droughts and remains in a weakened state to this day. The Mediterranean coast of Northern Africa is a bustling center of illicit trade from around the world keeps very close ties with the Europeans and Asians. Libya and Egypt have been involved in a war for the past fifteen years over territorial disputes, but Egypt remains a stronger country through its economic ties with Europe.

THE MIDDLE-EAST; The situation in the Middle-east became dire in the twenties with the development of meta-alchohol fuels by all of the major oil companies. The economy of every major oil producing country crashed within two years. With the crash came a loss in faith in the governments, and much of the population became very susceptible to those who preached holy war. Revolutionary movements in Jordan, Syria, Saudi Arabia, and the Gulf Coast States received support from Iran. The Saudi and Gulf Coast countries changed governments through terrorism and assassination. Israel began gearing up for war, while Jordan tried to talk peace. In 2048, Syria came in with the other Arab states against Israel. Jordan was purged by an alliance army; the Army of God. Syria moved into Lebanon. With all borders sealed, the Arab forces launched their invasion. Israeli forces held out for two weeks until the government decided to resort to nuclear weapons. The Arabs replied in kind and annilated Israel. What was left of the alliance squabbled over the spoils of their pyrrhic victory. Things fell totally apart afterwards. In the past fifty years, the middle-east has made no progress. there is no central government in any of the former countries. All that is left is war-torn city-states.

CENTRAL AND SOUTH AMERICA, In South and Central America, things have remained fairly much in the same order. The rich are still rich and the poor are even poorer. In the late seventies, there was a show of union by the reformed Organization of American States in their opposition of the United States takeover of the Panama Canal. The resulting war lasted ten years and bled the economy of much of Central America dry. The Mexicans had to withdraw from the war when conflict with the Republic of Texas flared up. Engineered blights introduced by the US to the Colombian and Ecuaoran drug crops went even further to hurt their economies. Cuba remains the last bastion of communism in the Americas, supported by the Chinese.

Brazil has managed to prosper, but at the cost of ninety percent of their rain forests. Now with virtually no arable land and a man made desert in the west, Brazil relies on outside sources for most of their food supply. There is a large amount of Japanese investment in Brazil however, and there is even talk of Brazil joining the JDP. Brazil has also shown increased interest in Surinam and Guyana as possible sites for Japanese backed mass-drivers.

In the west, Peru, Chile, and Bolivia are engaged in periodic warfare having all been involved in regaining rebellious territories lost in the years after The Warps.

Argentina is in fairly much the same situation but they have aggravated the matter by once again disputing ownership of the Falklands with Great Britain.

NORTH AMERICA; Both nations of the North American continent fared poorly after The Warps. In both, large amounts of their territories were lost to the shattered communication and commerce lines. Starving populations rose in rebellion and the governments struggled to maintain control in their core communities.

By the late thirties, the United States was able to suspend martial law in most of the east coast states. The remaining lands; comprised of Ohio, Alabama, Mississippi, and parts of Minnesota, Wisconsin, Illinois, California, and Oregon were declared Military Districts by Emergency Mandate 375. The campaigns of 2048-50 regained West Virginia, Kentucky, and Tennessee as Military Districts. In 2057, the West Coast Military District seceded in favor of membership in the JDP. The government allowed the secession without any military opposition. In 2060 the US entered the Chinese-Canadian War on Canada's side due to the threat the Chinese posed to the Great Lakes Military District. The drain of the war has kept the military from engaging in any serious attempts to regain areas lost in aftermath of The Warps. Most of the west is wild and lawless, comprised of small townships and small bandit kingdoms.

Canada was surprised by the Chinese invasion of 2057 and quickly lost much of the territory it had regained during the Bad Years(1999-2037). An alliance of strong bandit kingdoms in southern Alberta and Saskatchewan had resisted reunion with Canada, and resisted the Chinese just as well. Both the Canadians and Chinese have ignored the ungovernable Northwest Territories.

The West Coast Republics have become important production centers for the Japanese. Their only major concern is nomadic raiders from over the Sierra Madres and pirates from Central and South America.

Texas managed to build a strong central government in the Bad Years and by the end of that period was strong enough to decline reunion with the US. In 2037 it was officially declared the Republic of Texas. During the Bad Years, border disputes had taken place with Mexico. One such dispute flared into the Texas-Mexico War of 2081-83.

Well, that's all for now. I hope you have enjoyed it. I am very interested in the input of other gamers and would appreciate any suggestions, comments, or criticism. If you have any of the above, send them to:

Scott McMillan
540 1/2 McWhorter Dr.
Athens, GA 30606

COMING IN ISSUE ONE; - A detailed look at the United States (Especially the Ohio Military District, sit of the Cleveland Campaign).

- The technology of the Transdimensional Blues World. Including the latest in hardware and software.

- Some of the alien races and what kind of place they have found in our world.

- A feature called, "FILM AT ELEVEN", keeping you up with the events of the Transdimensional Blues world. I would like this feature to be based on the suggestions of the readers of MOTIVE (Or anyone else who feels like writing in). Remember; its a big world with lots of people who hate each other, so be creative.

- And hopefully much, much more.

The Constitution of MOTIVE

12/10/89

Article I

MOTIVE is an Amateur Press Alliance (APA) designed to promote communication between role-playing gamers.

Article II

The Official Editor (OE) shall see that the mailings are distributed to all members. The OE shall create all rules pertaining to deadlines, dues, maximum membership and any other matters related to mailing-to-mailing government. The OE shall be elected by a simple majority of the voting members for a period of one year.

Article III

The Constitution can be changed by a two-thirds majority vote of the membership.

The Rules of MOTIVE

3/15/90

The prime directive: each member has control over their own submissions, therefore, **have fun**. ALL copyrights to any material in **MOTIVE** revert to their original owners.

1. **Membership and dues** are $15.00 per year for six Bi-monthly mailings. A first class postage membership costs no less than $20.00. Contact the OE for specific prices. Membership is first come first serve until the roster limit is met.

2. The **roster limit is 25.** A small group of people who choose to have a joint membership count as one membership, receive one copy, have one vote, and pay one set of dues.

3. **Membership termination** occurs when MINAC is not met, dues are not paid, and through resignation.

4. The **copy count** (CC) refers to the number of complete copies of your submission that you send to the OE. The CC is presently 25. If you send one less than the CC, you will receive the **MOTIVE** without your submission, and the OE's wrath. Any number less than this and your submission will not be included.

5. **Minimum activity** (MINAC) is four pages (two pages front and back), every other mailing, split any way you wish. Of these four, three must be completely original to motive. Overdue material will not count towards MINAC.

6. The **copy must be readable** and of NLQ typeface or better. Submissions should be reproduced on double-sided (front and back), colored paper. Please stick to one color, per submission.

7. **Collate** your material, but **DO NOT STAPLE IT.**

8. **Deadlines are deadlines.** Beginning with the first issue (5/15/90) the deadlines will be the 15th of every odd-numbered month.

9. The **waitlist** will consist of five persons waiting for a membership to open. Here are the rules:
   A. Waitlisters maintain their position on the list by writing the OE by every issue's deadline. A position is granted on a first come, first serve basis.
   B. Waitlisters may purchase **MOTIVE** from the OE for $3.00 (if available).
   C. Waitlisters may contribute to **MOTIVE**, but receive no vote or copy of **MOTIVE** (unless they buy a copy).
   D. Should a position come open, the top waitlister will be invited to join by sending their dues and submission. If this waitlister fails to respond then any waitlister may attempt to join that same mailing, by having their submission and dues in, etc.

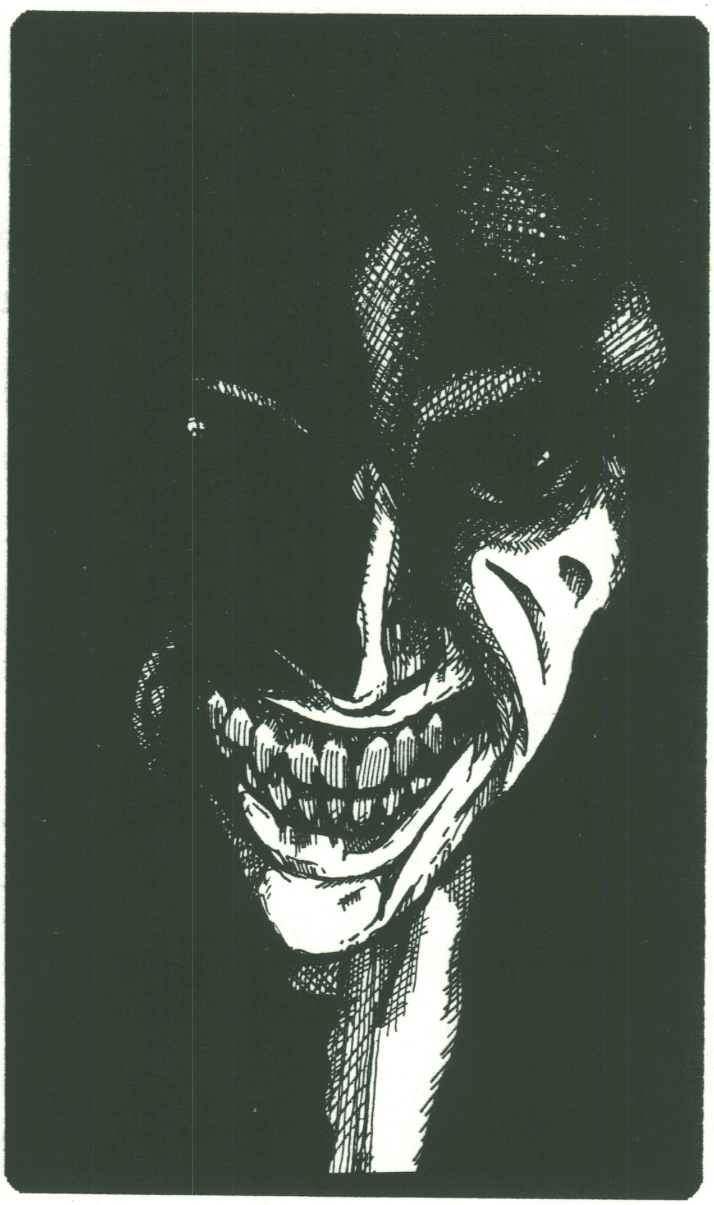
10. The **Official Editor** (OE) nominations are made with the submissions to the fourth issue (November 15, 1990). Elections occur with the fifth issue and the results are made known in the sixth issue. All elections and nominations are made on a separate ballot and and sent to the Official Teller, not the OE.

11. The **Official Teller** (OT) for all elections is chosen each year before the fourth issue. The OT is responsible for tallying the votes and reporting the results in their next submission.

12. **The Current OE**
Wayne Peacock
540 1/2 McWhorter Dr.
Athens, GA, 30606
(404) 546-7329

The Current OT
Deena McKinney-Martin
375 Ruth St.
Athens, GA, 30601
(404) 546-9991

SUBMIT



ISSUE ONE
DEADLINE
5-15-90

MOTIVE